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# Nintendo®



OFFICIAL MAGAZINE



**AMAZING NEW**

# Zelda

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**E3 BLOWOUT!**  
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**DK AND MORE!**



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# Welcome

# Welcome to *NOM UK*



**Fact: Nintendo came to LA and rocked E3. The biggest games show on the planet was owned by Nintendo and in this month's *NOM* we'll show you the lot.**

You won't believe your eyes when you see the new-look *Zelda*, Nintendo DS, *Prime 2* and tons more. It's a thrilling time to be a Nintendo fan and the *NOM* crew were there to bring you hands-on reports of every GameCube, GBA and DS title as well as interviews with Nintendo's most talented developers.

The next year will be amazing, so if you want to read about the hottest news and the biggest games, stick with *NOM*. You don't need anyone else.

Enjoy the mag!

*Tim Street*

Tim Street, Editor



# Nintendo®

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(and their favourite bit of this year's E3)

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# Contents

July 2004



## The big news

*The Legend of Zelda* ..... **p010**



**p078. Mario Golf: Toadstool Tour**



**p090. Harry Potter**



**p014. The DS has landed**



**p032. Win loads of cool stuff!**



## Regulars

Welcome to <i>NOM UK</i> .....	<b>p004</b>
World of Nintendo .....	<b>p010</b>
Big in Japan .....	<b>p036</b>
GameCube and GBA reader reviews .....	<b>p104</b>
Shop Nintendo .....	<b>p105</b>
Masterclass .....	<b>p106</b>
Nintendo Hall of Fame .....	<b>p114</b>
Subscriptions .....	<b>p116</b>
We Can't Wait For These... ..	<b>p118</b>
Quill's Mail .....	<b>p124</b>
Nintendo Classic .....	<b>p128</b>
Next Month .....	<b>p130</b>

## Reviews

<i>The Classic NES series</i> .....	<b>p098</b>
<i>CT Special Forces 3: Bioterror</i> .....	<b>p102</b>
<i>Digimon Racing</i> .....	<b>p103</b>
<i>Harry Potter and the Prisoner of Azkaban</i> .....	<b>p090</b>
<i>Kirby &amp; The Amazing Mirror</i> .....	<b>p088</b>
<i>Mario Golf: Toadstool Tour</i> .....	<b>p078</b>
<i>Maxplay 01</i> .....	<b>p097</b>
<i>Scooby-Doo! Monsters Unleashed</i> .....	<b>p103</b>
<i>Shining Force: Resurrection of the Dark Dragon</i> .....	<b>p096</b>
<i>Sonic Advance 3</i> .....	<b>p084</b>
<i>Tom Clancy's Rainbow Six 3</i> .....	<b>p092</b>
<i>Van Helsing</i> .....	<b>p103</b>



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# Contents

## The big preview

*Metroid Prime 2: Echoes*

**p044**



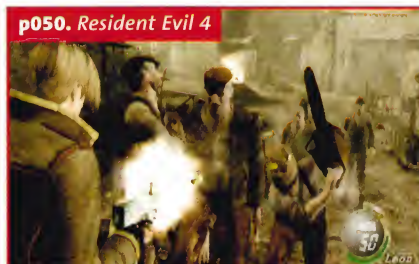
**p046. Paper Mario**



**p048. Star Fox**



**p050. Resident Evil 4**



**p052. Viewtiful Joe 2**



## 10 Things we didn't know last month...

1 It's possible for grown men to pee their pants and cry over a game... and it was us (*The Legend of Zelda*, p010) 2 You don't need a squillion polygons to make a totally kick-ass looking *Metroid Prime* game (*Metroid Prime: Hunters*, p016) 3 The best game of all time could get better (*Super Mario 64*, p017) 4 The Japanese can throw hammers, explode animals and punch girls if they want (*Famicom Mini Collection 2*, p038) 5 GameCube can make Arnold Schwarzenegger run to his mummy (*Resident Evil 4*, p050) 6 You won't get arrested for beating monkeys and liking it (*Donkey Kong Jungle Beat*, p053) 7 LA bus drivers fear Dean (*NOM's E3 Diary*, p070) 8 Tim wrongly thinks normal people like pumpkin juice (*Harry Potter and the Prisoner of Azkaban*, p090) 9 We'd complain about getting ten games for a under fiver (*Max Play 01*, p097) 10 Having a Chain Chomp eat your ball is NOT good (*Mario Golf: Toadstool Tour*, p078)



## Previews

<i>Advance Wars: Under Fire</i>	<b>056</b>	<i>Paper Mario 2</i>	<b>046</b>
<i>Donkey Konga</i>	<b>063</b>	<i>Pikmin 2</i>	<b>054</b>
<i>Donkey Kong Jungle Beat</i>	<b>063</b>	<i>Pokémon Fire Red and Leaf Green</i>	<b>057</b>
<i>Donkey Kong: King of Swing</i>	<b>053</b>	<i>Prince of Persia 2</i>	<b>061</b>
<i>Geist</i>	<b>058</b>	<i>Resident Evil 4</i>	<b>050</b>
<i>GoldenEye 007: Rogue Agent</i>	<b>060</b>	<i>Second Sight</i>	<b>064</b>
<i>The Legend of Zelda: Four Swords Adventures</i>	<b>059</b>	<i>Star Fox</i>	<b>048</b>
<i>The Legend of Zelda: Magical Hood</i>	<b>055</b>	<i>Tales of Symphonia</i>	<b>066</b>
<i>Mario Party Advance</i>	<b>052</b>	<i>Ty the Tasmanian Tiger 2</i>	<b>067</b>
<i>Mario Pinball</i>	<b>059</b>	<i>Viewtiful Joe 2</i>	<b>052</b>
<i>Metroid Prime 2: Echoes</i>	<b>044</b>	<i>WWE: Day of Reckoning</i>	<b>065</b>
<i>Odama</i>	<b>062</b>		



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# World of Nintendo

**2004  
NEWS  
SPECIAL**

## INSIDE World of Nintendo

### LINK'S BACK

It's only the most exciting thing ever, for God's sake!

**10**

### THE NINTENDO DS

Eight pages of everything you wanted to know...

**14**

### GREATEST SHOW ON EARTH

Reportage from Nintendo's amazing pre-E3 conference

**22**

### PLAY 18 HOLES WITH NOM

Our own tournament in Mario Golf – all the details

**26**



### IWATA CHATTER

Nintendo's boss talks about the next home console

**28**

### CRITICAL HIT!

NOM is there to see a Colosseum champ crowned

**30**

### WHO'S THE BIG WINNER?

Competition time. It could be you. Believe.

**32**

### GET A PROPER JOB!

Dr Mario's career clinic, part two. Feeling artistic?

**34**



## RETURN OF THE KING

Stop everything and open your brain: there's an amazing new *Zelda* game coming next year.



Hopefully you're staring at these screenshots in absolute disbelief. When Nintendo made its shock unveiling of a new *Legend of Zelda* game to the world at its pre-E3 conference, the NOM team were literally shaking with shock and excitement. Just under a minute of explosive footage featuring a mature Link reduced some of the attendees to tears.

The follow up to *The Wind Waker* will not feature a cel-shaded Link. Let that sink in for a second. As Mr Miyamoto explained: "There were very, very, very, very many people out there who wanted Link to

change. In developing *The Wind Waker*, we knew that we were going to be creating a game in which Link was a young boy, so we tried to choose the right style for portraying the young boy in a game like that. We tried many different experiments. The ultimate decision we came to was that the cel-shading in *The Wind Waker* was the best option for expressing that. We also wanted to create a very unique game world on GameCube.

"But since then, we've been left with a very big question", continued Mr Miyamoto. "That was, what are we going to do when we decide to make Link a





Remember to pick your jaw up off the floor before you leave



teenager again — a 16-year-old Link? So after *The Wind Waker* we tried several different models and made varied versions of them. Ultimately we decided that, in showing a teenage Link, really the best style of expressing him would be something that's closer to our graphical style in *Ocarina of Time*." That's what you've been crying out for. You spoke and Nintendo made the dream come true.

It's no exaggeration to call this *Zelda* trailer one of the most exciting game videos of all time. Graphically it's absolutely staggering, with Link slashing at boar-riding enemies as he gallops by on Epona. We saw terrifying forest sections, wide-open fields, Hyrule Castle and a selection of familiar enemies. Well actually, *NOM* saw a whole lot more after being invited to a secret screening of a specially extended *Zelda* trailer by Shigeru Miyamoto himself. And that really was special.

It opens with a massive army trekking across a field. Some are riding on hideous battle pigs, but most are walking. As they advance, the camera

cuts to a castle. You hear the clatter of horseshoes on stone and Link comes galloping out on Epona into the menacing Hyrule night. He canter into some woods with shafts of light piercing the leaves. It looks amazing. Link stops in the hammering rain and dismounts. A pack of dogs approach and Link bows down to pet them.

The next shot is of Link charging headlong into the army on horseback. The camera spins like *The Matrix* as Link chops at the creatures with the Master Sword, sending them spinning through the air. He slaughters them all with typical flair.

Next, we're inside a dungeon. Link tiptoes across thin metal walkways suspended high above an atmospheric chamber, lit by flickering torches. As Link runs, the camera is zoomed out much further than it usually is in *Zelda* games. You're almost seeing a top-down view. The camera zooms in close when Link comes to open a door or push a block. *The Legend of Zelda* series is looking more cinematic than ever before.

**"You've never seen anything like it in the *Zelda* universe: amazing as *Wind Waker* was, this is basically your dream game made flesh."**





Now we're back outside in that forest. An enemy suddenly drops from a tree and Link immediately draws his sword and dispatches him. Link can now deflect projectile and melee attacks with the Master Sword, making for a more swashbuckling experience.

We see Link sprinting past a row of archers, their arrows whizzing past his head. The detail is amazing: you can clearly see Link yanking the reins to make Epona rear up menacingly on her hind legs.

You've never seen anything like it in the *Zelda* universe: amazing as *The Wind Waker* was, this is basically your dream game made flesh. We'd love to have given you the full director's cut of the trailer on the disc, but it really is top, top secret. Just watch the one-minute version over and over and dream.

The question now, of course, is "when". Predictably enough, Nintendo isn't going to rush this, but you can see for yourself that the game is coming along nicely. A release date of 2005 has been set, most likely the second half of the year. *NOM* will keep your anticipation levels bubbling until then. The game doesn't even have a proper title yet.

"Over the last 18 years, the *Zelda* franchise has seen a lot of the [same] gameplay style used throughout the series and that's needed to remain true to the series", said Mr Miyamoto. "But I'd like to see a lot of new ideas implemented, especially in the realm of puzzle-solving and that sort of thing. So I've asked Mr Aonuma to focus all of his attention on that."



■ We've seen this fight in motion and it's frightening. That fire guy is well moody

**"Just under a minute of explosive footage featuring a mature Link reduced some of the attendees to floods of tears."**



Look at it all – the sun, the impact, the gorgeous blurring of characters in the background. We're ACTUALLY CRYING right now

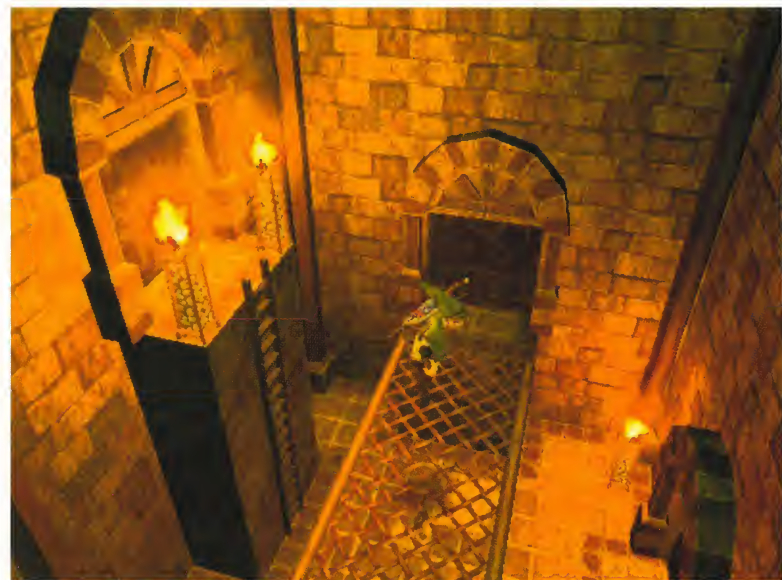




■ Those guys didn't look THAT threatening in *The Wind Waker*. We love this game



■ Horseback battles are just one of the gameplay innovations for the new game



■ A shot of the dungeon interiors from the secret extended trailer. Oh my God!



## Question time!

### **Zelda director, Eiji Aonuma, on the the amazing new Zelda game.**

"I'm sure all of you have seen the video of the new *Zelda* game at this point. One thing that I'd like to point out to everybody is that none of that is CGI. It's all done in real-time and it's running on the [game] engine. That movie was actually created by somebody who took a version of the game, played it, videotaped it and then cut the pieces together to make the movie.

One more thing I'd like to point out: for a long time now, ever since *Ocarina of Time*, Mr Miyamoto has talked about how he'd like Link to be able to fight on horseback, so that he could have amazing mounted-battle scenes. Unfortunately we were not able to do that in the N64 games. And this time that's been a big focus for us with the new game on GameCube. I think the fact that we're seeing Link on horseback and swinging a sword is just one more way in which Link has matured.

**NOM: How near is the game to completion?**

**Eiji Aonuma:** At this point we've got the engine running and everything's working. It's a matter of plugging in and putting in the finishing pieces.

**NOM: *The Wind Waker* had a water theme and *Majora's Mask* had masks. What kind of theme will the new *Legend of Zelda* game have?**

**EA:** One thing that I can say is that, up until now, we've really focused on a young Link maturing into a more grown up Link. This time we're going to be focusing more heavily on a more teenage/grown-up Link. With that in mind we're going to be looking at different ways of expressing Link as an older teenager and trying to incorporate those types of features into the game.

**NOM: Will the gameplay feel at all similar to *The Wind Waker*?**

**EA:** One of my other ideas in *Wind Waker* was more simplified control for the game, which was tied to the graphical style and the theme of that game as well. One thing that we're doing right now, as we go forward, is looking at how we're going to show Link in this more grown-up role. We ask questions like what kind of control scheme can we implement that's going to reflect that more grown-up Link.

**NOM: In the trailer, a lot of areas looked very familiar to *Ocarina of Time*. We saw a castle and Link rode Epona. He might have been in the Lost Woods. Is Link going back to Hyrule and is this now the true sequel to *Ocarina of Time*?**

**EA:** How do you know that horse was Epona? Unfortunately I can't reveal all of that at this point in time. Please wait a little while longer.



# Nintendo DS unveiled!

Your first look at the most surprising and innovative games machine in history. In the next eight pages we'll show every game and answer all the big questions.



There it is, the Nintendo DS. All that speculation and gossip, and nobody even got close to understanding what this little beauty is all about. Nintendo DS is a whole new playing experience. To demonstrate this fact, Nintendo had loads of playable games on show at E3.

Further instalments in classic series were also announced, but we'll get to them later. For now let's consider the unit itself. The actual design may undergo some

tweaks before launch, but the basic functionality won't change. Cool, isn't it?

## FLIP-DOWN LID

You don't want your twin screens getting scratched do you? Plus, it means the machine folds down like a slightly wider version of the GBA SP and you can slip it into your pocket.

## DUAL SCREENS

A pair of back-lit, three-inch LCD screens, both capable of showing 2D or 3D graphics. They can be used as two halves of the same game display, or to show a map or an alternative play angle.

## RECHARGEABLE BATTERY

Just like the GBA SP, in fact. Cleverly, the unit will also wake up from sleep mode if a mate sends you a message or initiates a game.

## TOUCH SCREEN

This is where all the action happens. The bottom screen of the DS is touch sensitive, and can be operated with the supplied stylus or your finger. It's the ultimate user-friendly interface, because you actually TOUCH the things you want to interact with. The responsiveness of the screen was amazing and it was well built, too.

## DIGITAL CONTROLS

It's got a D-pad, four face buttons (thank God!) and also a pair of cheeky circular shoulder buttons. You can't see them in this pic, but trust us. We've seen them. They were orange.





## Wi-Fi COMPATIBILITY

The Nintendo DS has online capabilities. Let that sink in for a second. If you have wireless internet access in your home, the DS will automatically jack in, facilitating multiplayer gaming across time zones.

## HIGH-CAPACITY STORAGE

DS carts are tiny and resemble the media cards that you use in digital cameras and the like. These slot into the top edge of the unit and can hold in excess of one gigabit of data.

## WIRELESS LINK-UP

Continuing the pioneering work done with the GBA Wireless Adapter, DS also offers a 16-player wireless link-up facility. The minimum range is 30ft and may extend up to 100ft.

## PROCESSING POWER

Really, who actually cares? You see *Metroid Prime: Hunters* running on the small screen? It looks almost exactly like the GC version. The 2D is sharp as anything too. And *Mario 64*? Lush.

## MICROPHONE INPUT

Nintendo says voice recognition is part of what makes the DS unique. Just imagine being able to TALK to your games in the future. And you'll all be able to hear Mike's whining.

## BACKWARDS COMPATIBILITY

It plays GBA games thanks to a cart slot on the bottom edge of the unit. So when you get one of these bad boys, your SP can go into retirement. Or your little sister can have it to chew on.



## Miyamoto explains all

Shigeru Miyamoto introduces the new dream machine.

"This is the Nintendo DS. It kind of looks like a Game Boy, but we've created the hardware with the idea that it's not a Game Boy. This machine's capabilities go way beyond those of any Game Boy. This is our third pillar.

"What we mean by that is, with the DS, we're going to create software that we haven't been able to produce on any Game Boy – nor software that's been created on GameCube. It's going to be software that's never been seen before on any system. People always talk about Nintendo creating and innovating, and we're always under pressure to create new ideas.

"The idea was to re-evaluate the notion of just continuing to improve on graphics and technology. One thing we've looked at was to change the controller and we've taken the DS and brought a whole new generation of capabilities to the hardware. We're also known for our software titles, so because of that we're able to put together a piece of hardware that no-one else can create.

"If you look at the games industry now, people have been playing games for a long time. There are better graphics, there's better technology and there's more in-depth gameplay. But as the industry continues to grow, we see that the world is really separated into two camps. One camp who play video games and one camp who don't. So when I went back to the days of the original *Mario* where it had one button to jump and that's it, I decided that people long for that type of control again and those days where games were for anyone to enjoy.

"With the DS we tried to focus on control. People can be directly in control, feel what it's like to be directly in control of that character, and that's what we're doing with the DS. So with the DS people who haven't been gaming for a long time or ever are suddenly brought to the same level as other gamers without having to worry about difficulty of control."





# New Mario! New Metroid! Aaaaarrgh!

Nintendo wheels out the big guns for DS.

## Metroid Prime: Hunters

We couldn't believe our eyes. It looked like the GameCube version.



Up on the big screen at the conference, we assumed Nintendo was lying. There was NO WAY the *Metroid Prime: Hunters* footage it was showing on the big screen could possibly be from the DS. It was GameCube footage surely?

But no. We played a four-player deathmatch on *Hunters* and our eyes nearly exploded. Those moody *Metroid* interiors looked fantastic in this tech demo and the whole thing was extremely slick. Tap the icon to transform into a Morph Ball, tap the screen to shoot at bad guys, drag the stylus around to look – it was great. Better still, there's even a single-player game in there as well. An all-new *Metroid Prime* game.

We found 'steering' Samus with the stylus hard, but solved that by running our finger along the top edge of the touch screen to look left and right. Tapping where you want to fire gets you somewhere close to what that precious mouse control allows for in FPS games. It rules.

But *Hunters* was most impressive from a technical standpoint. The *Mario 64* game looked like a tidied-up N64 game, but this was only a whisker away from its GameCube cousin.



■ The top screen: an awesome little map



■ The bottom screen: eye-watering *Metroid* goodness. It looks even better in motion. Have a look on the cover disc!

## Mario Kart DS

Stop everything. It's *Mario Kart*! <faint>



If you could choose any one game in Nintendo's history to make playable online, there's a fair chance your answer starts with an 'M' and ends with an 'ario Kart'. Well, take a look at the screens.

Online play hasn't been officially announced but if it happens we hope they don't try and force any touch input actually, it'd be perfectly fine with a map on the bottom and the screen on top. Maybe add in trash-talk support through the microphone input, too. That's the dream basically. We can die happy now. Just a shame it wasn't playable at E3 – it was pictures only.



■ Yoshi Circuit on DS



■ We are so killing you at this game, readers. Be prepared

## OPINION EXPERT OPINION EXPERT OPINION EXPERT OPINION

### The DEVELOPER

Ian Baverstock is a co-founder of Kuju and head of the Advance Wars: Under Fire team

"Having played with DS at E3 I can say I was very impressed. The touch screen really worked well with the games on show and it soon became strange when you had to use the buttons. Add in the dual screen and the wireless connectivity and I'm sure our game designers will be coming up with a lot of ideas."



### The MAN FROM EA

Larry Probst is the CEO at Electronic Arts – the world's largest software publisher

"We're thinking of DS as the 18 and under crowd and PSP as the 18 and over crowd. I think they'll appeal to different audiences, different demographics and retail for different prices. We'll be represented on both. We hope Nintendo stays in the business, brings a next-gen console to market and that it's successful."





## New Super Mario Bros.

Finally, the new 2D Mario game we crave.



Yes, you read that right. This is the new *Mario Bros.* game that you dreamt possible, but somehow never believed could be true. The movie playing at E3 saw familiar over world action taking place on the top screen and underworld sections on the screen below.

There's no clue yet as to how the touch input will work, but we did see a super, super size Mario filling the screen and treading on Bowser like he was some insignificant little insect.



■ See that Goomba? He says "don't mess"



■ It's as easy as... stamping on tiny mushrooms

## Super Mario 64x4

The greatest game ever – now with Yoshi, Luigi and Wario.



We heard that *Super Mario 64* would be shown on DS. We found it hard to believe. But Nintendo has made the dream come true.

*Mario 64* played brilliantly on the DS demo.

Don't worry about there not being an analogue stick on the DS. Mario's movement is gradual, which gives you smooth directional change as you slide your thumb over the D-Pad. And you make him run faster by holding one of the face buttons, like in 2D *Mario* games.

This tech demo took some getting used to but we sprinted to the top of the mountain in Bob-Omb Battlefield (level one) and thrashed

the Bob-Omb king without a problem. There's no doubt that the one-player game in *SM64x4* is going to be amazing.

On the other hand, we're not so sure about the multiplayer mode. We played a four-player head-to-head game where each player had to grab as many stars within the time limit as possible.

This might be fun if Nintendo design some really cool levels to play in, but the demo was set outside the Princess' castle and it was a bit uninspiring to say the least. Maybe a stage with some cool secret paths, slides and other obstacles for players to scramble over will provide the extra spice it needs.



■ The best game ever, improved for DS



■ Check out the location of the other players

## MARIO'S FACE

Mess Mazza up worse than ever.

Remember the start of *Super Mario 64*? Where you could tug at Mario's rubbery face to hilarious effect? Well an enhanced version was shown on its own demo pod at E3. The possibilities for deformation increase massively with the touch control. Arf, arf!



## ION EXPERT OPINION EXPERT OPINION EXPERT OPINION

### The ENEMY

J Allard is the man who invented Xbox, basically. Next? Xbox 2...

"The DS is amazingly cool. What I really get excited about is the social part. Think about text messaging for adults and now imagine it was school-age kids with the wireless networking built into the thing on the bus, on the train, in the classroom, being able to write notes to each other and customise their characters – it is perfect."



### The RETAILER

Doug Bone is the MD of online games retailer Simplygames.com

"Despite initial concern as to how the two screens would function, we should have known better than to ever doubt Nintendo. The Nintendo DS is a fantastic product. Not only does the power of the machine offer the chance to play superior games 'on the go', but the wireless communications and connectivity aspects look set to revolutionise social gaming."





# Wario Ware DS

Even more hilariously awesome on Nintendo DS.



On Game Boy Advance, it was a revelation. In four player on GameCube, it's the ultimate party game. On Nintendo DS, well, it's so perfect it seems like that was the point all along. From the first mini-game we

encountered (slicing flying vegetables with a flick of the stylus) we were absolutely in love with this tech demo.

Four mini-games in and that was Game Over. It was a brief demo. We kept going back until we'd seen every last mini-game on offer:

**TEN NEW MINI-GAMES!** LOOK AT THE PICS, READ THE WORDS, IMAGINE THE FUN



■ Scratch Wario's back with the stylus. Itchy!



■ Copy a basic symbol. Draw on the screen!



■ Spin the ball around to find Wario's face



■ Sweep the net around and catch the dirty fish



■ Slice the vegetables with the stylus. Too cool



■ Flick each coin into the purse using SKILLZ



■ Rub. Make coin appear. Feel good inside



■ Rotate the wheel so the creature can escape



■ Erase the chalk drawing. It is rubbish



■ Spin the hands and stop on the stated time

# Animal Crossing DS

A more perfect DS game we can't imagine.



The Nintendo DS console is all about communication and sociability. And what better game to show this off than the amazing *Animal Crossing*? Imagine actually visiting your friend's village and having a real-time chat while you're there.

Online capabilities haven't been announced yet, but just imagine designing logos for your virtual clothes with the stylus. Forget your actual life it's going to be a religious experience. Suddenly we understand why a UK *Animal Crossing* suddenly popped onto the release radar: that's basically the prologue and this is the real story.



■ With the stylus, control is far easier...



■ ... meaning you have more time to talk to the local freaks

## OPINION EXPERT OPINION EXPERT OPINION EXPERT OPINION

### The TOMB RAIDER GUY

Circle Studios' Adrian Smith used to be boss of Tomb Raider at Core

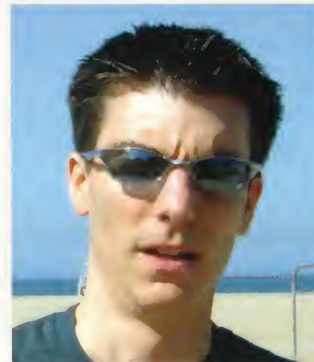
"I think the Nintendo DS is a really interesting and versatile piece of hardware that delivers a unique range of features that could allow for a totally new gameplay experience. The touch screen and voice input could open up many exciting options for new control mechanisms and could potentially change the way a player interacts with games."



### The BOSS CHARACTER

You know who Tim Street is. You can trust him. Look at his honest face

"Nintendo's been about new ideas since the word 'go' and the DS is the perfect machine to move it to the next level. My brain hurts just thinking about a possible Wi-Fi Mario Kart. How about controlling a footy with the stylus or a track and field sim, getting cramps as you rub the screen like a maniac? That would be so cool. I'll wave at you on my way past."





## Pac-Pix

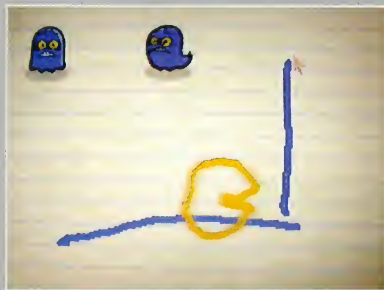
Where's Pac-Man? Oh, you have to **DRAW** him.



Nintendo aside, the most genius shown on the Nintendo DS was from those maniacs at Namco. Three ghosts appear on the screen and you have to draw a Pac-Man to eat them. Start with the mouth and your creation magically comes to

life and starts munching away.

The ghosts turn blue ready to die. Pac-Man runs forward and you have to keep drawing lines in front of him so he turns at a 90° angle. You keep sketching in walls so you can get the ghosts. If you blunder and Pac-Man strolls off screen, you have to draw a new one. Ink is limited though. Each level throws up more and more ghosts. It's brilliant fun to play, and a whole new spin on the classic Pac-Man gameplay. Hopefully they'll lump both DS Pac-Man games in together.



■ Yeah. Those ghosts are scared now



■ If you get a big enough space, just draw an ENORMOUS Pac-Man. Trust us to find the cheating way already...

## Pac N' Roll

It's a trackball game without the trackball.



Ever seen a game in an arcade controlled by a trackball? It's like an inverted mouse and you move the ball to make

something happen. Well the big rolling Pac-Man on the bottom screen is effectively one of those in *Pac N' Roll*. You move your stylus across Pac's face on the Nintendo DS' bottom screen to make Pac-Man on the top screen roll around *Monkey Ball* style. The magic words.

You guide him around the maze, going up thin ramps and along *Monkey Ball*-style ledges. There are ghosts trying to kill you and pills you can eat so you can kill them. Once you get used to the trackball function on the touch-sensitive screen you're

well away, charging after those ghosts and gobbling up all those yellow pills. One of the oldest games characters and still one of the most innovative.



■ Roll Pac around using the touch screen



■ Pac, a belly full of ghosts and he's happy

## ION EXPERT OPINION EXPERT OPINION EXPERT OPINION

### The MINI-BOSS

After being let into the VIP DS area, Dean Scott refused to leave...

"I was slightly surprised by the design of the machine. I wanted something a bit crazier. After an extended hands-on, I'm a believer though. *Wario Ware* has a whole new lease of life with the touch input and it's the most sociable games console ever invented. It begs you to talk to people and play multiplayer. Online functionality is the final frontier."



### The FOOTSOLDIER

Semi-professional gangsta, Mike J was thrown out for drawing something rude on Pictochat.

"Do you ever go to Japan, Santa? Please say you do 'cos I want a DS under my Deku tree this year. The touch-screen is intriguing, but it's all about the gameplay for me. And what about *Mario 64x4*? I NEED IT. I already love it more than my GameCube. Please Santa, get me one, or I'll come to Lapland and kidnap your mum."







# DS hands-on

We don't have room to go big on every DS technical demos of how the touch screen is probably the first and last time you'll

## EGG MONSTER HERO

Bizarre two-stage strategy from RPG masters SquareEnix. Stage one was a planet called Terry McGaia in a turn based battle against a dragon. Stage two had you dragging soldiers around with the stylus making them fight each other. The dialogue was



classic Japlish too, and we hope this is followed through into a full game.

## YU-GI-OH!

The massively popular card battle game looks right at home on Nintendo DS. No more clunky D-Pad action to highlight cards and trigger attacks. Nope, you just touch a card to select it and touch where you want to place it. The special effects of the attacks looked pretty amazing on the twin screens. We still don't get Yu-Gi-Oh! though.



## SUBMARINE



The top screen showed the sub in the water. The bottom screen was the

touch-sensitive sub controls and radar. The aim was to set the sub's throttle, depth and pitch to ease it through a thin passageway. Sort of like those steady-hand buzzer tests they have at fairs. It was infuriatingly tricky, especially when enemy subs started attacking.

## MOBILE SUIT GUNDAM

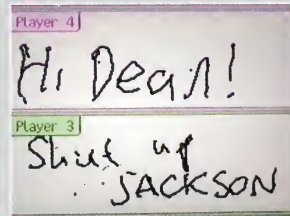
There's a radar on the top screen and lots of touchy robot-busting fun on the bottom screen. The E3 version was heavy on intro too, capturing the mood of *Gundam* perfectly. Looks a good candidate for expansion into a full game, but would it ever see a UK release?

Most people in the UK don't even know what a Gundam is. Bah!



## DS PICTOCHAT

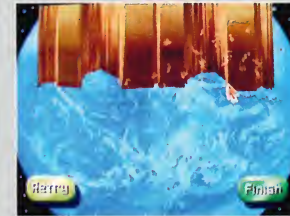
A communication application. Send your doodles or type messages to the other three players within wireless link-up range. Problem is, you've got to think of something worth drawing or saying and in the absence of inspiration you tend to fall back on swear words. Mike



got evicted for drawing a rude picture, whereas Dean got away with it.

## CARVING

On the bottom screen, some material spins on a lathe and you poke it with the stylus to take chunks out. You could choose to carve melon, wood, metal or some Mario rock. It was pretty limited, but we had fun exploding the thing we'd carved into tiny pieces. Too much



fun, perhaps. We like things that explode. We need help. Can you help us?

## SPECIAL EFFECTS



Not a game as such. It's actually a demo of how the DS's amazing touch screen

works. First off, it lined up rows of tiles and you tapped them to change their colour. Then you rubbed the surfaces so the friction made them catch fire. Later on, all sorts of psychedelic effects chased your stylus as you dragged it around the screen. It was a bit mental.

## BOMBERMAN

At the start, you rubbed the screen to make a balloon pop. The quicker



you managed to do this, the more power-ups you started the classic *Bomberman* game with. The bottom screen was a top-down view, the top was a 3D version. You used the stylus again to chase away any enemies that were attacking you.

## TABLE HOCKEY

Just like the classic air hockey games you play down the local arcade. This one really showed off the precision of the stylus input system. You could even put spin on the puck, or use a cushioned touch to kill a flying puck's speed. You had to be precise, though. Slam it off



the sides of the table at an acute angle and it was easy to score an own goal.



## roundup

game shown. Most of them were only quick opened up new avenues in gaming. So this see some of the games on these pages.

### BALLOON TRIP

Baby Mario is falling on the top screen. You can see ahead of him on the bottom screen and draw in platforms to guide him through lines of coins. You can also cut off

ghosts and bats trying to get him. Jackson didn't realise you could 'pop' the leaves at the bottom of the screen to get more coins. One of our favourites.



### SONIC DS



As well as featuring some of the best visuals on DS, the *Sonic* demo has the most basic gameplay. It was the DS equivalent of a 100m button bashing event, razzing the stylus across the bottom screen to make Sonic run. You didn't have to jump or anything, it was basic straight-line fun. *NOM* broke the record, by the way. Sega's other in-the-works DS game has the working title of 'Project Rub'. Weirdos.

### PIKACHU DS

Like an extension of the crazy *Pokémon Channel*. Amuse Pikachu by drawing his picture, playing instruments, popping balloons and measuring the Magikarps he fishes out of the lake.

You can also tweak his rosy little cheeks, but not too hard! It doesn't let you spear him in the eye with the stylus though. In the name of scientific rigour, we felt we had no option but to check.



## The Final word on DS

A bold new era for gaming? Well we're pretty impressed...

So that's the DS. The questions you need answering now are "when can I get one" and "how much will it cost?" The Nintendo DS launches in America and Japan at the end of this year and will be rolled out in Europe in Spring 2005. That gives Nintendo time to manufacture enough of these beauties to meet the massive demand and also make sure the launch games are localised into all the European languages. The price and the final name of the console are still to be decided, but Takashi Tezuka from the Nintendo DS team assured us it wouldn't be called Game Boy something. Which is a pretty brave move in itself.

The release date is certainly some way off, but this is going to be well worth waiting for. Even now we're trying to imagine the magnitude of the DS's effect on gaming. It's a whole new experience and re-invents gaming as a truly social activity. Nintendo's challenge now is to convince the public at large they need this thing (as they've done with the Game Boy). The way to do that is to let as many people get hands-on with it as possible and let the gospel spread.

Satoru Iwata stated that the same revolutionary thinking behind DS was informing the design of the GameCube's successor. After seeing the DS we can only imagine what the next home console will do. Next year is going to be totally awesome for every Nintendo fan.







# IT'S THE **GREATEST** SHOW ON EARTH!

Nintendo's E3 conference in LA brought us the DS and the *Zelda* that the world had been waiting for. But it brought more than that – it brought Nintendo a new day.



**"Are you from Europe?"** It's an American woman talking.

A sneering, lopsided head sits on top of a frayed blue blazer. Her heavy chest lurches in the blinding sunlight and the aerial of a walkie-talkie waves threateningly

through the scorched air. Her hair is pitch black, yanked back and greased by what looks to have been an industrial process. We admit that we are, indeed, European. "Well, stay where you are, then."

She charges off to the US press check-in, flanked by mammoth, sniggering Californians wearing baseball caps the wrong way round. We wait patiently in the huge queue at the Hollywood & Highland complex with the assembled rest-of-the world press mob. We shrug. Not even blatant rudeness can spoil today.

Nintendo is about to show DS for the first time, and everyone here is practically choking. Normally the crowd for the pre-E3 conference in LA, the heart of the American Dream, is immaturely bombastic, 30-year-old men squealing like infants, but now a thick stream of a queue chatters quietly, journalists standing on baked concrete with nervously twitching eyes. Watching the unveiling of a new piece of Nintendo hardware used to be the preserve of Japan.

The people assembled here are old hands, well aware of their privileged status. But the presence of the flat 2003 conference is inescapable. It hangs in the air, the great undiscussed. Nintendo has to capture the moment. Right now. Forget about multiplayer *Pac-Man*.

This is the future. Give us the future, Nintendo.

We reach the check-in. We're allowed one ticket for a special bag at the end of the conference for three people. A mild sense of panic wells in the crowd as men wearing the cheap blazers block the stairs leading up to the event, claiming the area outside the bank of glass doors is overcrowded.

Overhead the sky sings Hollywood blue, pure LA. Cameras already crack like crickets and there's nothing to see apart from men screwing their faces in the sun, like there's a need to capture the moment, no matter how puerile.

The men on the steps lift their arms as if signalling the start of a road race and we surge forward, a crush of film crews and fat, desperation finally breaking out on faces. We run around the side of the crowd instead of queuing. Politeness is, like, so dead. When in Rome.

Inside the hall is dark, the back wall a fortress of film cameras and thousands of chairs already crammed with countless nationalities. We sit on the carpet at the front. There's no standing space left. Tension, thrill and high anticipation have cooked the air dry. Dance music rattles the speakers in the room and cobalt screens wrap the walls in Nintendo logos. We set up the cameras and wait. Nerves jangle.

Lights dim and a tall man walks on stage in a tailored grey suit. Over 2,000 people whisper, "Who's that?" simultaneously. The 2003 jitters ripple through the auditorium. Where's Miyamoto? Iwata? Please, say

**"The age when horsepower alone made a difference is now over."**





CLOCKWISE FROM ABOVE: Iwata shows off his new toy, some Americans get in the way of our camera, and the Nintendo DS – other worldly glow does not come as standard

the whisperers, not again. The unknown soldier booms from the stage.

"My name is Reggie and I'm about kicking ass, I'm about taking names and I'm about making games," he thunders. Photographers scuffle at the stage, even though it's only later anyone will know, or care, that the man is Reginald Fils-Aime, a marketing boss from Nintendo America. His identity matters even less when game footage finally rolls across the screens.

It's *Star Fox 2*. Camera shutters clatter. McCloud rocks space with four-way multiplayer and laser action. The crowd whoops. Then Reggie announces *Resident Evil 4* and even in its seats the crowd jostles, gasping at the new trailer, the heads mashed up, the chainsaw brutality. Pure desire. The mass seethes. This is what we want. The trailer ends and there's a huge round of applause, shouting, cameramen shifting position and a flash chorus as Reggie comes back into the spotlight.

"It's a new day," he shouts, revelling in his importance. "A new day for me and a new day for Nintendo". The fanboys lap it up, until he gives way to George Harrison, AKA Mr Numbers. Suddenly the throng is pitched from the pleasure of zombie death to graphs and figures and the presentation's inertia begins to slide.

Just as the momentum dips to panic level a massive trailer blasts the crowd, *Mario Golf*, *Mario Pinball*, a new *F-Zero* and a new *Zelda* for God's sake, all for GBA. Then a GameCube barrage, *Paper Mario 2*, *Pikmin 2*, *Four Swords*, *Donkey Kong Jungle Beat*, a wail of joy as *Advance Wars* is shown for 'Cube. Hit after hit after hit. *Killer 7*, the next *Potter*, *Viewtiful Joe 2* (mass cheering), *Rainbow Six 3*, golf games, American football games, games, games, games. Delirium sets in. The crowd staggers, punch drunk.

## WHAT ABOUT THE DS?

What happens next will change gaming forever. Reggie walks back onto the stage, blithely tells a bank of hundreds of cameras and thousands of professional journalists that "the wait is over" and





**"The shot of Link facing the camera with a scowl sends them over the top, hysteria threatening to topple the show. And then Miyamoto appears holding the Master Sword. The sense of unreality is complete."**

pulls a Nintendo DS from his suit pocket. After a flurry of body blows it's a killer left hook. There's a rush of cameras. Reggie's face loses something of its composure. He has just shown the world a new piece of Nintendo hardware for the very first time. The enormity seems to cripple him slightly. Flashbulbs crackle like a locust plague. Reggie's face is pure white, walls of digital lenses smashing his face with electric light. He looks relieved when another movie rolls, developers extolling the virtues of the new machine, Square, Atari, Ubisoft, the list goes on. Then Reggie rises to the occasion. And even the hardened E3 boys crack under the pressure.

"Do you want to go just a little bit faster down the same road you've always driven or down new roads to places you've never been before?" Reggie prowls the stage like a lion tamer, whip in hand. He's in complete control, sucking up camera light like health, staring down the audience like a pro wrestler.

Two screens, each programmable in 2D or 3D and a movie of a new *Mario* game. The crowd peaks. It's too much. It's a new *Mario* game on new hardware and raw emotion pours forth.

Then it's time for *Metroid* on DS and the Americans go berserk, screaming, arms flailing, untold ecstasy pouring through the hall like mercury rising, wireless connectivity, 16-players locally, Wi-Fi compatibility, touch screen with a stylus.

The yeas and the whoops and the heart-pounding intensity of what we're seeing plateaus into bliss. A man sitting next to us has his head in his hands. This is Nintendo's show.

Then down again. Reggie tells us that DS will launch in America and Japan before the end of the year. Screaming. And in Europe and Australia in early 2005. Muted clapping. And there's no price. Only that it will be affordable. Back to Earth with a bump. But it's not over yet.

## HE THE BOSS!

Now Mr Iwata walks out. The applause is complete, from every corner of the hall. He stands with the DS aloft and it's the shot of dreams. Then he speaks slower and starts talking N5, and you can bet the crowd listens. There are no details. Only that he will not confirm specs and that the time "when horsepower alone made an important difference is over". He grins and saunters off to thunderous applause. Some in the crowd have lived their lives for this conference. This is Nintendo at full power.

Reggie's back on. We're spent. No more. "Before you leave, I'd like you to step inside one more world for Nintendo GameCube", he says quietly. It's *Zelda*. Mature *Zelda*. The reaction now is dangerous. The crowd howls, joy swinging uncontrolled through huge gangs of men. The final shot of Link facing the camera with a scowl sends them over the top, hysteria threatening to topple the show.

And then Miyamoto appears wreathed in dry ice holding the Master Sword and Link's shield. The sense of unreality is complete. Everyone in the place is pinching themselves. This is the time. This is living the dream. The clapping and cheering soars on Miyamoto's joy, the timing perfect, such a perfect ten seconds. So sweet.

Then he's not there any more and Reggie is saying something about Nintendo doing things "right now". Right now nothing, Reggie. Nintendo just showed us the future.

As the final demo rolls, the words "RISKS WORTH TAKING" are spliced into *Metroid 2* footage. As the crowd's final salute thunders around NOM's ears, there can be no better sign off than that.





# Mum, is it alright if I go and play with Lee in Pyongyang?

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BT Broadband Basic £19.99 a month Direct Debit. Only available online. [1Gb monthly data limit.] Connection £30. Voyager 105 DSL modem £50.  
Broadband from BT is subject to availability and survey. Standard PSTN line and 12 month term required. Minimum computer specification applies.



More power to you



# Wanna come and play on our fairway?

Get your copy of *Toadstool Tour* and you'll be eating our greens.



As we exclusively revealed last month we've got a course named after us in *Mario Golf: Toadstool Tour*. Well, here's the code you need to unlock it.

To access the *Nintendo Official Magazine* competition just head over to the password screen and enter 36NH7XNG. If you can't find it, press and hold **Z** on the title screen and hit the Start button. Select Contests on the bottom bar of the main

menu, then choose Tournament Passwords and enter the code.

Make sure you get practising though, because we're also on the search for the finest Mario Golfers in the land. All we want you to do is to score the lowest round on the *NOM* course and take a photograph or video of the leaderboard after the 18th hole. Add your name, address and home telephone number and we'll be in touch on July 30th to tell you if you've been

successful in making the cut for *NOM's* Golf Day. We'll then invite you to *NOM Towers* for a day to play a round against the other finalists and stand the chance to win some awesome prizes.

Please post your entry details and evidence of your score to: *NOM Golf Day*, *Nintendo Official Magazine UK*, Emap Active, Orton Centre, Peterborough, Cambs, PE2 5UW. If you get good enough you might even be able to get a hole in one like this...



■ "Two". That's how many minutes you'll last on the *NOM* course against us. But do come along and have a go anyway – we don't mind you crying and asking for your mum...

## MESSAGE YOUR MATES

Before the Nintendo DS arrives, use your SP to chat.

■ The Nintendo DS won't be with us until next Spring, but in the mean time you'll be able to chat and send text messages using the power of your GBA!

Unveiled by Majesco at E3, the Wireless Messenger uses radio waves and can be used with either a GBA SP or the original model. You'll be able to send messages to your friends within a three-mile radius and it stores 1,500 messages which is far more than any mobile phone we know of.

Lasting up to a week on just one charge, group messaging will also be possible and you'll get alerts when you deliver each GBA text. Expect a whole lot more on this awesome peripheral in the next few months, but for now be very excited.











For Nintendo president Satoru Iwata, E3 2004 was a defining moment, the year he showed DS and finally started to talk openly about GameCube's successor, the newly named Nintendo Revolution. The pre-show conference was all about DS, which a beaming Mr Iwata showed off to a joyous crowd.

He ran through Nintendo's gaming innovations to date, including the Rumble Pak and the 3D Stick, before topping them all. "We are proud we established portable gaming with Game Boy", he said as he held up the console for all to see. "But I think we are most proud of this."

Revolution barely reared its head in the conference, but there was certainly enough to tease us and warm the cockles of any gamer with a soul. "Today's consoles already offer fairly realistic expressions, so simply



■ Meet Mr Iwata – head of the Big N

# Iwata leads the revolution

**Nintendo's all-mighty president broke his silence at E3 to talk DS, the Nintendo Revolution (previously known as the N5) and the state of the gaming nation.**

beefing up the graphics will not let most of us see a difference", he said. "So what should a new machine do? Much more. An unprecedented gameplay experience. Something no other machine has delivered before.

"The definition for a new machine must be different. I want you to know that Nintendo is working on our next system and that system will create a gaming revolution. Internal development is underway.

"I could give you our technical specs, as I'd know you'd like that, but I won't for a simple reason: they really don't matter. The time when horsepower alone made all the difference is over. Work on Revolution is well underway. When you see it you will be excited because you will experience a gaming revolution."

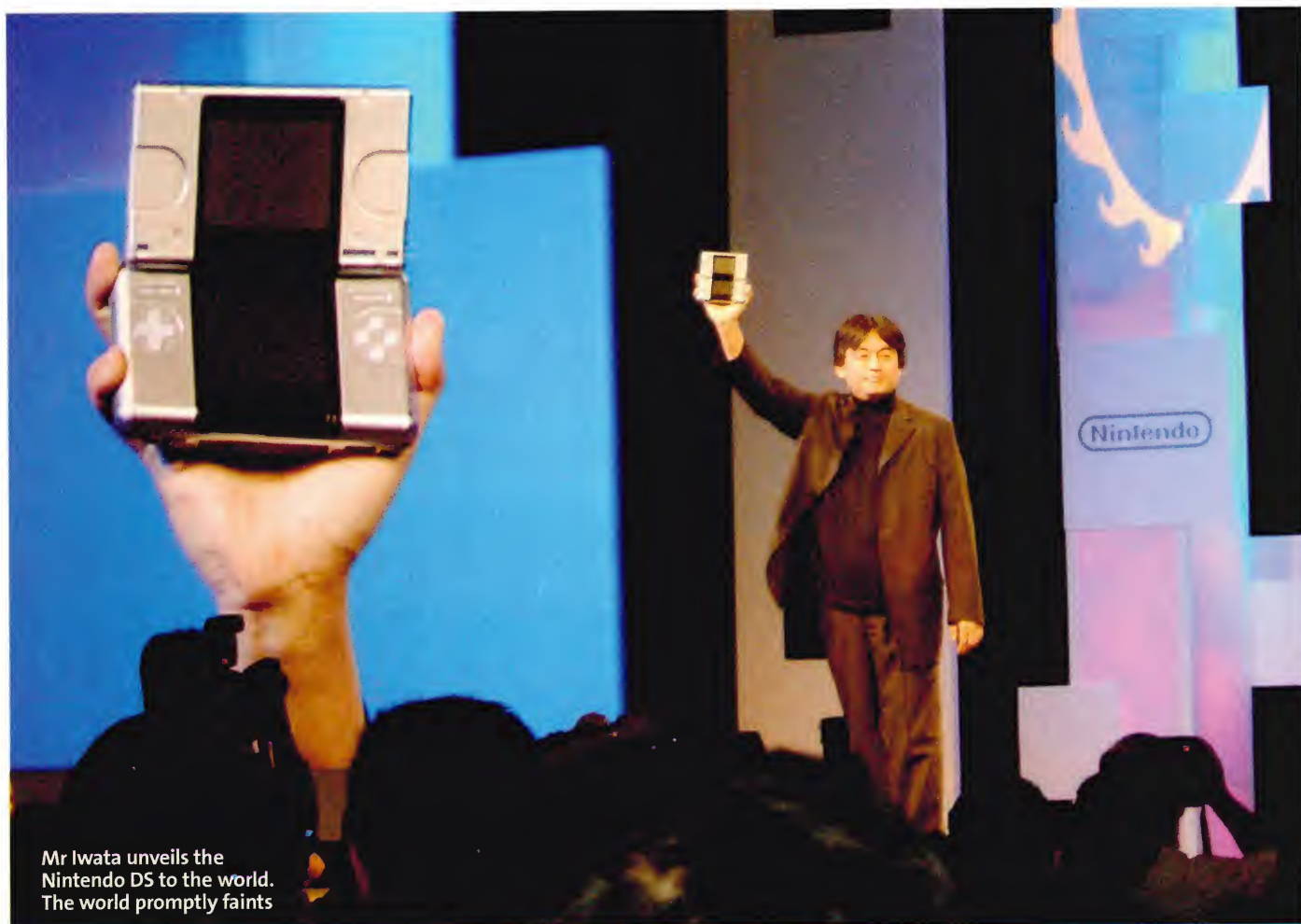
The Nintendo Revolution. That's what it's called and if Mr Iwata's talking innovation, given what we've just seen with DS this is going to be the most exciting step forward in video gaming

since the advent of 3D. Remember the impact of *Mario 64*? Heaven help us.

Over the next few days, while Mr Iwata's words were sinking in, he gave an interview to the *Financial Times*, the one and only of the show. Nintendo Revolution took a backburner to DS in the conversation, but some awesome GameCube nuggets turned up, one of them on the shooting sequel to end them all.

"*Metroid Prime 2: Echoes* will be launched in Europe by the end of this year, at the sacrifice of the Japanese launch, so please understand that it's not always the case that Nintendo is late in introducing software in European territories", he said.

But E3 this year was all about the DS. Mr Iwata couldn't get enough of the amazing handheld, but fell short of committing to a launch line-up. "We have not yet decided which software titles we should launch simultaneously with the Nintendo DS," he said.



Mr Iwata unveils the Nintendo DS to the world. The world promptly faints



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FOREHEAD DELAY



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# There can be only one



Saturday May 8th was a day like any other. No, hang on, that was the

Saturday before. Saturday May 8th was one of the most AWESOME Saturdays ever – the day when the cream of Poké Trainers from up and down the country converged on a single point to contest the final of *Pokémon Battlemaster 2004*.

And what better stage for a

**Pokémon hits fever pitch at the London IMAX as the country's Battlemaster hopefuls battle it out *Colosseum*-style.**

day of carnage than the hulking IMAX cinema in London's Waterloo? A Colosseum-shaped metal and glass behemoth and a name steeped in ass-kicking history. This time though there was something tougher than the French deal with (not difficult, we know), although we reckon even

Wellington would've thought twice about giving Groudon a slap. History lesson over. The future is *Pokémon*.

The IMAX was already buzzing when we rolled in. Scores of lucky Pokémaniacs packed the reception area, mingling with man-sized Torchic, Treecko and Mudkip. It was tense. Somewhere among this rabid bunch was 2004's Battlemaster in waiting. The 15 finalists knew they'd soon be slugging it out on the biggest screen in the country. Nerves jangled. GBAs slipped from sweaty palms. Fizzy drinks were strictly rationed.

Soon, Iain Lee, ex-*RI:SE* presenter, veteran gamer and a man to rival *NOM*'s Tim for sheer head-scraping lankiness, arrived and took charge, leading the Trainers into the theatre. Within minutes, the big screen had erupted with 100-foot monsters tearing each other apart. The shrieks and roars of duelling Pokémon were deafening. One by one, Trainers were knocked out, their squads demolished. Their dreams crushed. Almost every creature was Level 100. Anything



■ **Chez Street's TV. So big you can afford to have a few mates round**

less and you didn't stand a chance. It was astonishing. Some eliminated Trainers left the auditorium, inconsolable. Others stayed on to watch the fur and scales fly. We scored endless black coffees from the lovely-but-bemused waitresses and looked on in awe. It was like watching ten *Godzilla* movies rolled into one and projected on a skyscraper – during an earthquake.

But finally we were down to the last two. It was time for the Battlemaster to step forward. The atmosphere crackled like Pikachu's thunderbolt as Will Stacey squared up against Sarah Holland. If this were a real fight she'd have killed him. In seconds.



■ Left to right, back row with Iain Lee: Ben Southam, Richard Langworthy. Middle row: Tristan Shaw, Ben Williams, Stephen Wilson, Robert Ross Bush, Will Stacey, Alex Powell, Mark Bell. Front row: Jordan Fraine, Jacob Stafford, Sarah Holland, Carl Starkey, Cameron Riddell, Shane Dabinett



## Trainer talk What the top players had to say about *Colosseum*.

### TRAINER CARD

Will Stacey  
age: 10  
from:  
Colchester



**"The graphics, the sound, the battles - it's so great I'm lost for words. *Colosseum* kicks ass."**

### TRAINER CARD

Rich Langworthy  
age: 16  
from:  
Broadstairs



FINALIST

**"It's a very good game and it shows off what the 'Cube is capable of, but the best thing is the link-up mode."**

### TRAINER CARD

Cameron Riddell  
age: 11  
from:  
Hampton



FINALIST

**"It's brilliant, but I'm not sure if it tops the N64 games yet. They were out of this world."**

### TRAINER CARD

Ben Williams  
age: 13  
from:  
Cirencester



FINALIST

**"It's an amazing game. Seeing my squad kick butt in full 3D is the best. It's really cool."**

### TRAINER CARD

Ben Southam  
age: 13  
from:  
Liverpool



FINALIST

**"It's great and the graphics are class. Seeing everything in 3D makes battling even better."**

### TRAINER CARD

Sarah Holland  
age: 23  
from:  
Stoke-on-Trent



FINALIST

**"Brilliant graphics. I've got the N64 games and it aces them. It's all about the graphics for me."**

### TRAINER CARD

Shane Dabinett  
age: 40  
from:  
Camden Town



FINALIST

**"Who says it's for kids? I imported it months ago and play non-stop. It needs to be online, though."**

### TRAINER CARD

Mark Bell  
age: 15  
from:  
Milton Keynes



FINALIST

**"It's brilliant, especially the Story mode. It beats any *Pokémon* game that's come before."**

### TRAINER CARD

Will Matthews  
age: 11  
from:  
London



SPECTATOR

**"It's amazing, absolutely fantastic. It'll take over your life completely. It's that perfect!"**

### TRAINER CARD

Chris Lynam  
age: 8  
from:  
Oxfordshire



SPECTATOR

**"*Colosseum* is the best *Pokémon* game by far. It's really fantastic. I've been playing it everyday."**

### TRAINER CARD

Sami Hoang  
age: 17  
from:  
South London



SPECTATOR

**"The battles are cool. I love everything about *Pokémon* - the games, the cartoons - everything."**

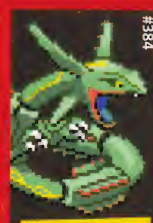
But this is *Pokémon* and here a ten-year-old boy can trample a 23-year-old woman with ease. Only six minutes had passed before Will's Rayquaza was jumping all over Sarah's squad. It was a massacre. Come in Ms Holland, your time is up. Will, one of the youngest contestants, was champion.

And that was that. The Battlemaster was crowned. Goodie bags and NOM subscriptions were handed out. We signed a few magazines and caught up with Iain who was heading home for bed. We reminded him it was only 3pm and asked him what he thought

of the event: "It was a great day, really exciting, but a bit scary to be surrounded by so many screaming *Pokémon* maniacs. They were all very polite, though. They all clapped each other's moves. Things like that give gaming a good name. What I love about *Pokémon* is the crazy Japanese side of it; the silly made-up words and fantastic creatures. I've got *Colosseum* and I've dabbled in *Pokémon* before, but I haven't really got the dedication. These guys play for months on end and you've got to respect that. What's my favourite *Pokémon*? Not Pikachu, that's for sure. Give me that bad-ass whale thing any day."

## Will's Warriors

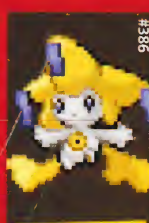
See the squad that won Will Stacy the coveted *Pokémon* Battlemaster crown.



Rayquaza



Metagross



Jirachi



Kyogre



# THE BIG WAGON WHEELS COMPETITION

You've got to be in it to win it. This month the 'it' is a European Championships-flavoured bundle of Wagon Wheel goodness and some death-dealing, anti-terrorist action on GBA.

## Wagon Wheels' Euro Championships compo

To kick off the European Championships, we've teamed up with Wagon Wheels to offer one lucky winner the chance to score a Nintendo GameCube, a copy of *FIFA 2004* and £150 worth of sports vouchers. We're also throwing in a delicious case of Wagon Wheels for the winner to chomp on and Limited Edition Topps England 2004 Collector's Cards.

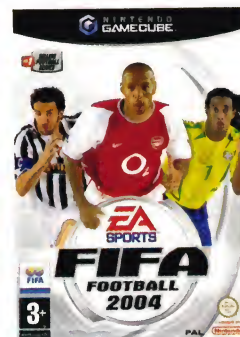
Each of the cards feature pictures and vital statistics of the England team. There are 16 cards to collect in total, with two cards in the six-pack of Wagon Wheel Original and Wagon Wheel Jammies and four cards in the eight and 12 packs. That means you're likely to have the whole collection instantly.

Seven runners-up will also win £50 worth of sports vouchers and a case of Wagon Wheels, complete with Collector's Cards. The closing date for this competition is July 15th.

For a chance to win, just have a go at answering this simple question:

**QUESTION**  
What shape are Wagon Wheels?

- a. Round
- b. Square
- c. Triangle



### HOW TO ENTER

**BY TEXT:** Write "nomcomp WAGON", then the letter of your answer and send it to **83149**.

**BY PHONE:** **0905 053 1101**

**BY POST:** Send your name, address, telephone number and answer to: The Wagon Wheel Competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

\*SEE TERMS AND CONDITIONS ON P4

## CT Special Forces 3 compo



It's out right now and Hip Interactive has thrown us ten copies of *CT Special Forces 3: Bioterror* to give away. Have you read our review on p102? 81%! That means it's well cool. Just answer this question and you could win one.

### HOW TO ENTER

**BY TEXT:** Write "nomcomp SPECIAL", then the letter of your answer and send it to **83149**.

**BY PHONE:** **0905 053 1102**

**BY POST:** Send your name, address, telephone number and your answer to: The *CT Special Forces* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

### QUESTION

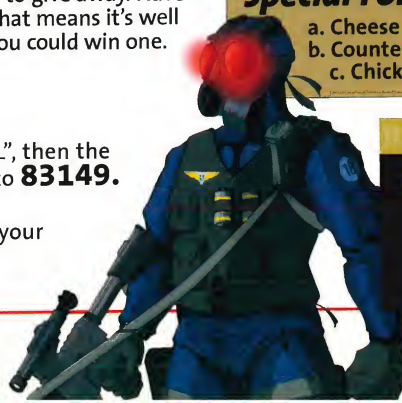
What does the CT in *CT Special Forces* stand for?

- a. Cheese and Tomato
- b. Counter Terrorist
- c. Chicken Tonight

### ISSUE 140 WINNERS

ENTER THE MATRIX COMPETITION

- Samantha Lee, London
- Raj Ajmal, Birmingham
- Ankeet Dhanji, Manchester
- Theo Josephs, Darley Abbey
- David Pentecost, Luton





# funk up your fone



UPDATE UR MOBY WITH THE LATEST TONES AND GRAPHICS

## MONO & POLYPHONIC RINGTONES

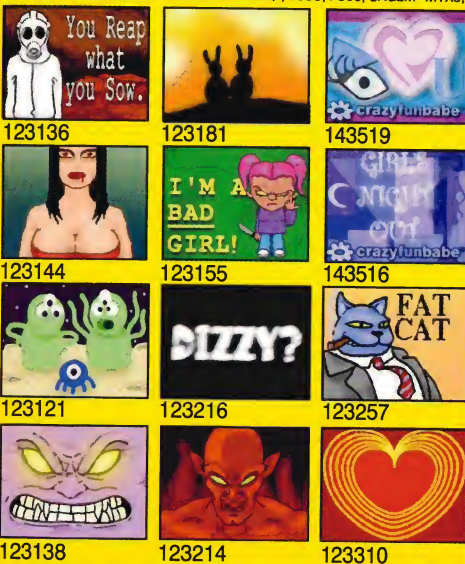
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For compatibility see below

CHART TONES	MONO	POLY	FOOTBALL	MONO	POLY	TOP SELLERS	MONO	POLY	TV & FILM	MONO	POLY
Eamon - F**k It	149031	147890	Arsenal - Vi-erra	122960	122961	Where Is The Luv - Black Eyed Ps	120393	121454	Airwolf	100621	108213
D12 - My Band	149725	149355	Arsenal - Amazing Reds	122962	122963	Fields Of Athenray	100381	108273	A Team	100682	107898
The Rasmus - In the Shadows	149400	146287	Aston Villa - Holteenders In The Sky	122964	122965	2 + 2 = Radiohead	143300	126719	Axel F	100010	108195
Anastacia - Left Outside Alone	149210	149132	Aston Villa - Roll Along	122966	122967	Halloween theme	100048	109159	Eye Of The Tiger	100687	108299
Usher - Yeah	148960	146155	Chelsea - Blue Is The Colour	122984	122985	Superstar - Jamelia	124982	125020	Friends	110615	108276
McFly - 5 Colours In Her Hair	149257	149265	Chelsea - Super Franky Lampard	122986	122987	Lose Yourself - Eminem	138518	107810	Good, Bad, Ugly	100689	108621
Wolfman - For Lovers	149726	149336	Chelsea - We are the famous CFC	122988	122989	X Gon Give It Ya - DmX	101360	116167	Friends	110615	108276
DJ Casper - Cha Cha Slide	148623	148627	Everton - He was Just 17	122990	122991	Skater Boi - Avril Lavigne	108011	110068	Halloween	100048	109159
Special D - Come With Me	149401	146306	Everton - You Are My Everton	122992	122993	You're A Superstar - Love Inc	109977	107822	The Hulk	101155	109167
Twista - Slow Jamz	144418	144416	Leeds - We Had Joy	122998	122999	Pass That Dutch - Missy Elliott	143849	126080	Italian Job	100691	107026
A. Fattskog - Change Your Mind	149727	149728	Liverpool - You'll Never Walk Alone	123006	123007	Pink Panther theme	100632	107771	Jackass	102708	117260
Joe feat. G Unit - Ride Wit U	149729	149366	Liverpool - We All Live In A Red...	123008	123009	Bat Out Of Hell - Meatloaf	100343	119445	James Bond	100016	107023
JC Chasez - Blowin' Me Up	108078	125680	Man City - Blue Moon	123012	123013	Come Undone - Robbie	112605	115736	Jaws	100764	109171
Narcotic Thrust - I Like It	149402	149344	Man United - Our Trophy Back	123016	123017	Breathe - Blu Cantrell	120539	120508	Lord Of The Rings	101158	108715
Janet Jackson - Just A Little While	149730	149133	Man United - The Great Escape	123018	123019	Xtm & Dj Chucky - On The Wings	116215	118500	Mission Impossible	100142	107896
Blue - Breathe Easy	149211	149214	Middlesborough - Boro Till I Die	123024	123025	Lose Yourself - Eminem	108002	107810	Miami Vice	101308	109117
N.E.R.D - She Wants To Move	149130	148029	Newcastle Utd - Baydon Races	123026	123027	Bring Me To Life - Evanescence	110559	111603	Only Fools & Horses	101226	109069
Hilary Duff - Come Clean	149003	146326	Newcastle Utd - 1 Alan Shearer	123028	123029	Clocks - Goldplay	108122	111125	Pulp Fiction	100695	108476
Beyonce Knowles - Naughty Girl	149050	149051	Southampton - Mr Eriksson	123034	123035	Simply The Best - Tina Turner	100802	120612	Raiders Of The Lost Ark	100126	109223
Britney Spears - Toxic	148622	146096	Southampton - When The Saints	123036	123037	Great Escape	100382	123019	X Files	100160	109022
<b>DANCE</b>	<b>MONO</b>	<b>POLY</b>	Glory Glory	123038	123039	<b>ROCK MUSIC</b>	<b>MONO</b>	<b>POLY</b>	Simpsons	102191	107052
Gia - Despina Vandi	140279	138348	Spurs - We Are Tottenham	123040	123041	Going Under - Evanescence	122505	123070	Terminator	101086	109255
Good Luck - Basement Jaxx	146054	143730	Wolves - King Kenny Miller	123042	123043	The Boys Of Summer - The Ataris	122485	124623	<b>RNB CHART</b>	<b>MONO</b>	<b>POLY</b>
So Confused - 2play Ft Raghav	146159	146160	Wolves - Hey Jones 'E'	123044	123045	Bring Me To Life Evanescence	110559	111603	Hey Mama - Black Eyed Peas	149069	149074
Somebody To Love-Boogie Pimps	144376	117101	There's Only One....	123048	123049	Did My Time - Korn	123328	121873	If I Can't - 50 Cent	112700	126530
Born Slippy Nuxx - Underworld	126478	116975	We've Got That Double Feeling	123052	123053	St Anger - Metallica	120383	120615	Baby I Love You- Jo Lopez	148923	144515
Fly On The Wings Of - Xtm & Dj	116215	118500	Here We Go	123056	123057	Faint - Linkin Park	112692	120216	Yeah - Usher	148960	146155
Make Luv - Room 5	111639	111643	Match Of The Day	123058	123059	The Anthem - Good Charlotte	110370	123074	The Way You Move - Outkast	125613	126028
Boys Of Summer - Dj Sammy	110321	110627	<b>OLD SKOOL</b>	<b>MONO</b>	<b>POLY</b>	Headstrong - Trapt	111160	N/A	Must Be Love-Fya	148626	148019
Logical Song - Scooter	102313	107043	Let Me Be Your Fantasy - Baby D	-	116148	She Hates Me - Puddle Of Mudd	102548	N/A	Dude - Beanie Man	148967	148628
Weekend - Scooter	112641	112592	Rappers Delight - Sugarhill Gang	111774	111849	Sleeping Awake - P.O.D.	116230	N/A	Can't Get Enough - Raghav	149041	148014
Ur A Superstar - Love Inc	109977	107822	Hanging On A String - Loose Ends	111755	111830	Somewhere I Belong - Linkin Park	111021	111688	She Wants To Move Nerd	N/A	148029
Rubberneckin' - Elvis Presley	124657	124635	Gotta Have Your Love - Mantronix	111764	111839	Times Like These - Foo Fighters	110059	107856	Fell In Love With A Boy - J Stone	148947	146259
Who Said - Planet Funk	122492	121696	Cant Hide Your Love - David Joseph	111734	111809	Minerva - Deftones	117180	117186	Clubbin Marques Houston	149072	149077
All In My Head - Kosheen	121730	121533	All Night Long - Mary Jane Girls	111779	111854	Mobscene - Marilyn Manson	116924	117261	Through The Wire - Kanye West	148988	146290
Golden Path - Chemical Brothers	124545	124338	Kiss From A Rose - Seal	100078	108564	Young & Hopeless - Good Charlotte	120300	N/A	Another Day - Lemar	148360	146297
Husan - Bhanga Knights	116956	116678	Gonna Go My Way - Lenny Kravitz	-	109352	Addicted To Love - R Palmer	111616	111514	Badaboom - B2K Feat Fabolous	144374	N/A

## fun wallpaper

COMPATIBILITY: NOKIA- 3650, 6600, 7650, MOTOROLA- T720, SHARP- GX10, PANASONIC- GD87 ERICSSON- T68i, T300, P800, SAGEM- MYX5.



Phone must be wap enabled. For compatibility see below

## skool wallpaper

NOKIA: 7650, 3650, 6600, 7210, 6610, 6100, 5100, 6200, 6800, 7250, 6220, 3300, 3100, 7250, 3200  
MOTOROLA T720, SHARP GX10, PANASONIC GD87, ERICSSON T68, T300, T610, P800, SAGEM MYX5.



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**COMPATIBILITY**  
**POLYPHONICS-** Nokia: 3100 3300 3510/ 3650 5100 61006610 6650 6800 7210 7250 7650 8910i Samsung C100 E400 T100 Ericsson T610T310 P800 T68i Panasonic GD87 GD67 Motorola C350 Sagem MYX5 Siemens SL55Alcatel 735 332 N Gage  
**MONOS** Nokia: 3210 3310 3330 3410 5210 6210 8210 8310 8850 9110i 9210Motorola V50 V100 V8088 Talkabout 191/2 Timeport 250/60 Sagem MC930 932936 939 940 949 950 959/ R 3000 MW939 Ericsson T39 R520m2





# Dr. MARIO™

## career advice

This month: **GAME ARTIST**



Last month, we looked at one of the most important jobs in the games

industry – the Game Programmer, who uses mathematical wizardry to build the code that makes video games work. However, what's the good in having all of that code there to move things around and make them work properly, if the things you're moving around look rubbish? That's where the Game Artist comes in. These chaps are charged with actually making all of the graphics that you see in a game – they create it and the programmers make it work.

## Art Attack!

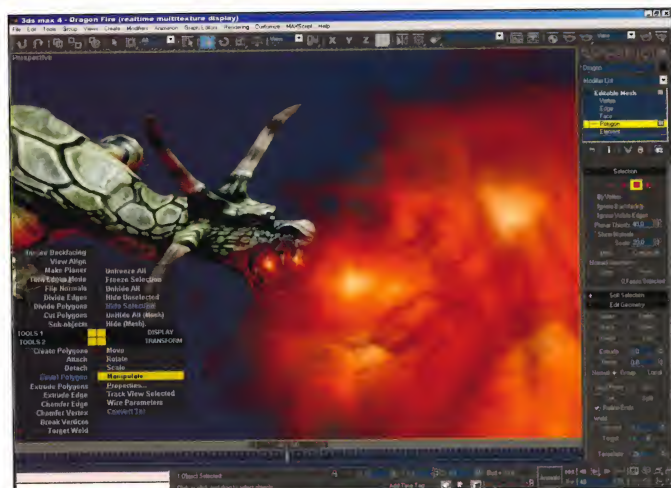
"Game Artists create every part of the visual content you see in the games you play", explains Tancred Dyke-Wells from game studio Kuju. He's the creative

director on *Advance Wars: Under Fire*. "That includes the title screens, special effects, characters, vehicles, environments, architecture, animation, costume design, set design and lighting."

Not long ago, it was normal for Game Artists to have to be able to do any and all of those things, but that's changing, according to Tancred. "Once most Game Artists were expected to be generalists, capable of covering all areas. They are now more likely to specialise", he explains.

However, one thing that hasn't changed is the kind of skills that artists need – and although the job requires a lot of technical skill, it's still the traditional artistic talents that are most important.

"The most important skills are the same ones that any artist needs; a solid grounding in traditional technique", Tancred



■ Use the latest software to make your ideas a gaming reality

tells us. "Being able to draw, paint and sculpt will set you up for success as a Game Artist far better than familiarity with a range of software packages."

Which isn't to say that it's a waste of time learning to use computer art software – just that it's secondary to actually developing your artistic skills. "Technical skills are a necessary part of the job and in some art roles they are central", says Tancred. "However, you can learn Max and Photoshop [common software packages used by most Game Artists] to a respectable standard in six months, even through self-tuition using demo versions and 'how-to' books. It takes a lot longer than that to learn how to be a good artist."

## Quick on the Draw

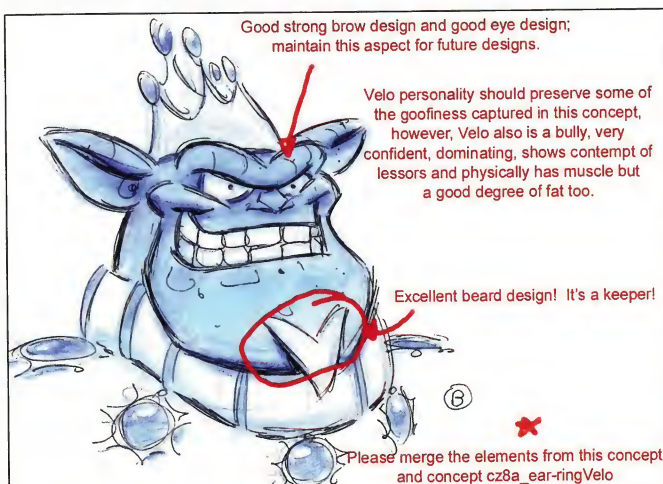
When it comes to learning to be a good artist, there are a lot of different courses on offer – but

some of the best learning you can do can be done on your own. "Unfortunately, it's hard to find modern art schools that continue to offer formal, academic training in core principles and techniques", bemoans Tancred. "There are plenty of art school graduates who can't draw or paint."

"It's sometimes necessary to look to alternative institutions, evening classes or 'how-to' books to get the teaching you will need. If you do train at a mainstream art school, go for the more commercially orientated courses in graphic design or illustration. There are also now an increasing number of specialist games art and design degrees available, of varying quality and credibility. Do your homework before signing up for one."

When it comes to looking for a job, though, it's not the training that you've done which game studios want to know about – they want proof of the quality of your work and the only way to show that is with a really excellent portfolio that demonstrates all of your talent at its best.

"It's the only thing that's really important", says Tancred, "much more so than work history or



■ Better-paid people will assess your work. Often you'll hate them

## JOBS IN GAMES: WHAT GAME ARTISTS ACTUALLY DO

- Design the characters, levels and objects that make up a game
- Build and animate complex 3D models of their concept designs
- Work with Game Designers to create the "look" of the game...
- ... and get shouted at by Game Programmers for making their lives difficult
- 3D modelling ability is pretty much essential...
- ... but being able to draw and paint is important, too!



## IS THE LIFE OF A GAME ARTIST FOR YOU?

Being the creative maestro behind the art in a game might sound like the career for you, but are you really cut out

for it? Does your heart really burn with the ever so slightly insane passion of a true artist? Could you be the

Michaelangelo of video games – and not the turtle variety, either? Take our simple quiz and find out...

**1. Are your books, folders and walls covered in drawings of video game characters?**      yes ☐ no ☐

**2. Do you find yourself thinking that real people would look so much better if they just had a few more polygons in their faces?**      yes ☐ no ☐

**3. Have you ever had a cel-shaded dream?**      yes ☐ no ☐

**4. Have you ever painted Warhammer figures – and not had them turn out looking like a bloody awful mess?**      yes ☐ no ☐

**5. Do you find the idea of growing a small goatee beard and wearing a beret strangely attractive?**      yes ☐ no ☐

### RESULTS!

● **MOSTLY "NO" ANSWERS:**

*You might be the next Picasso, sunshine, but let us tell you this: you won't be drawing video games any time soon. Now sod off and stop wasting our time.*

● **MOSTLY "YES" ANSWERS:**

*Long days spent cheerily wielding your digital paintbrush – that could well be the career for you!*

● **MOSTLY "YES" ANSWERS AND THE DREAM IN Q. 3 WAS A "SPECIAL" DREAM:**

*You were born to be a Game Artist. And you're also a bit weird.*

training. A good portfolio should show flair, attention to detail and preferably range. It doesn't need to be huge. Make it relevant (with typical games-related content) and also include examples that demonstrate traditional ability – like architecture, vehicle design or figure drawing."

### Third Dimension

Since most games are 3D these days, you may be wondering what the point of working on traditional skills like drawing and painting is – but while Tancred admits that 3D skills are essential to working in the industry today, the old 2D art abilities are still hugely important. "I try to avoid hiring

artists with no 3D skills whatsoever these days", he says. "However, good conceptual artists – artists who are imaginative and can actually draw – are remarkably thin on the ground. They also command higher salaries than their counterparts who 'only model and texture', so get drawing!"

"Get drawing" might as well be the catchphrase for anyone looking for a job as a Game Artist, in fact. There's no clear way to become a Game Artist – no simple college course to follow, for example – so it's really down to your own talent and commitment.

"Don't be lazy", Tancred advises. "Draw every day. If you want to be a character artist, go to the V&A Museum [in London]

to draw costume, buy George Bridgmann books and go to life drawing classes as often as you can. Learn Max and Photoshop, in your own time. Compare your work objectively with that of professional artists as you see it in games. Most of all, be persistent and don't give up."

It doesn't really sound like the easiest way in the world to get a job, does it? But then consider that the satisfaction and rewards are high. One game artist famously described his job as being "to have nightmares and then draw them" – and how many people can honestly say that their jobs are all about bringing their dreams to life? At any rate, if you'd like to be one of those people, now you know where to begin.



Crash Team Racing 2  
Barin1 - free form sketch

■ Early drawings – you'll do them

## HOW DO I DO IT?

**If bringing your visions to life in video games is definitely what you want to do, here's our easy checklist to get there...**

- draw all the time. Practice makes perfect
- focus on traditional art skills like life drawing, sculpting and painting. Do courses in these areas if you think you need to
- learn to use computer tools like 3D Studio Max and Photoshop – but remember that a good grounding in art is much more important
- prepare a really, really good portfolio of your work
- it helps to get your work critiqued honestly by professionals. Two good websites for this kind of feedback are:

<http://www.cgchat.com/forum/> and <http://www.conceptart.org/forums/>

### NEXT MONTH

Programming and art are two parts of the Triforce of game design, so next month we tackle the third part, possibly the most desirable job in the world – the Game Designer. Don't miss it!



# Big in Japan



reporter John Ricciardi

● Club Nintendo giveaways ● Retro goldmine ● Mario figures

## The Ultimate Nintendo Collector's Box

■ Club Nintendo delivers again! Check out the saucy new Famicom Mini Collector's Box, recently shipped to everyone who purchased a full set of ten Famicom Mini Vol. 1 games before April 30th in Japan.

The high-quality case comes in a killer sleeve adorned with pixel art from all of the games. The inside of the case features slots for all ten games plus a special golden plaque commemorating the Famicom's 20th anniversary. Will Nintendo do something similar for the Classic NES line overseas? We can only hope...

► That's beautiful, basically. Cut it out and keep it in your wallet



That feeling in your gut is jealous rage

### FAMICOM MINI VOL. 2 HITS STORES

■ The second series of classic Famicom Mini games for GBA landed in Japan a couple of weeks ago and so far, it seems initial demand is strong. Of course, it's highly doubtful Vol. 2 will sell as well as Vol. 1 did (*Super Mario Bros.* has already sold over 500,000 copies alone), but hopefully it'll do well enough to warrant a third set of games. And a fourth... and a fifth... (are you reading this, Nintendo?)







## Akihabara Watch

■ Tucked away behind the main Akihabara shopping strip, on a small side street that most tourists would never even think of venturing into, lies an incredible shop filled with an unbelievable amount of classic gaming goodness: the one and only Super Potato (yes, that's really what it's called).

Imagine: rows and rows of boxed Famicoms, Super Famicoms and Game Boy games, systems, peripherals, toys and rare goods; working demos of nearly every classic system in existence; and a fully-functional stand-up Virtual Boy demo unit, complete with the entire line-up of NCL-produced games. If this doesn't get your juices flowing, you're obviously reading the wrong magazine! Now, if only we had the money to afford all this stuff...



▲ Famicom games by the thousand. This shelf stretches another mile out of shot (possibly)



▲ More games than you could possibly steal, even with really big pockets and a bag



▲ Famicoms and Super Famicoms. Some sadly yellowed by age, or possible spilt curry

## Mario Family original figure set

■ Toy fans, check this out! Nintendo has created a special five-piece Mario Family figure set available exclusively through their Club Nintendo service in Japan. The intricately-detailed figures feature Mario, Luigi, Toad, Yoshi and Peach, and will undoubtedly fetch unheard-of amounts of cash on eBay once they start shipping to club members this very summer.

クラブニンテンドー「オリジナルフィギュア」登場!!



"club.nintendo" Original figure  
**Mario Family**

## NINTENDO MEANS BUSINESS

■ Business cards, that is! Banpresto and Nintendo have teamed up to create a set of five classic-themed business-card holders: two based on Famicom controllers (I and II, of course!) and three based on Game & Watch games (*Chef*, *Octopus* and *Parachute*).

The catch is, they're only available through UFO Catchers (the crane machines found all over Japan and also on piers in England, but with crap prizes in). You'll have to win 'em if you want one!

► Imagine if you even HAD business cards!



### JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	Kirby and the Amazing Mirror	(Nintendo, GBA)
2	Pokémon Fire Red & Leaf Green	(Nintendo, GBA)
3	Naruto: Saikyou Ninja Daikesshuu 2	(Tomy, GBA)
4	Pikmin 2	(Nintendo, GC)
5	Famicom Mini: Super Mario Bros.	(Nintendo, GBA)
6	Mega Man Zero 3	(Capcom, GBA)
7	Mario Golf: Advance Tour	(Nintendo, GBA)
8	Dragon Ball Z: Bukuu Tougeki	(Banpresto, GBA)
9	Pokémon Ruby & Sapphire	(Nintendo, GBA)
10	Famicom Mini: The Legend of Zelda	(Nintendo, GBA)



## Famicom Mini Collection 2

**TEN-  
GAME  
BLITZ**



Like *Xevious*, but better. Shoot down flying strawberries and lob bombs to nail bullet-spitting acorns down on the ground. Have you got a sharp eye in shoot-'em-ups? If not the bosses will wreck you. And you've got to shoot bells to make them the right colour before collecting them for power-ups. It's tough.



Konami®

**Twin Bee**

© 1986 KONAMI



Discover *Balloon Fight*. You've got to. The balloon dude flaps his arms to get height and momentum. But once he gets going it's tough to stop him again. It's all about control as you try to pop those birds' balloons before they pop yours. It's one of the most addictive games of the second Famicom Mini Collection.

**BALLOON  
FIGHT**



You might know it as *Ghosts 'N*

*Goblins*. Anyone who's played this knows you've got to be a super gaming ninja to last more than 20 seconds. Zombies charge at you from both sides. Popping out of the ground, too. Killer crows, flying devils. This game wants you dead. No mercy. All the knives and fireballs in the world won't help.



**鬼忍村**



Forget the crappy GameCube version. A world where fat cavemen skate around lobbing hammers at snails, wearing nothing but green pants and a cap cannot be tampered with. *Adventure Island*, *Wonder Boy* or whatever you want to call it, is still a fun platformer in its original form. Hammer, hammer, HAMMER!

高橋名人の  
**冒険島**



This is *DK: King of Swing* gameplay in a primitive form. You don't control your little red dude directly. You just tell him which arm to stick out. He'll grab the poles and swing round them, revealing little icons between them that'll form a Ninty-related picture when complete. It's a tricky brain fryer and Mike can't play it to save his life.

**CLU CLU  
LAND**





## DIG DUG



Animal cruelty or self defence? We don't know, but little *Dig Dug* man has to burrow his way through the earth to an enemy, stick a tube up their ass and blow air into them until they explode. You gotta be quick though, because the final one will do a runner. But their touch kills you, as does their flaming breath. And don't stand under rocks.



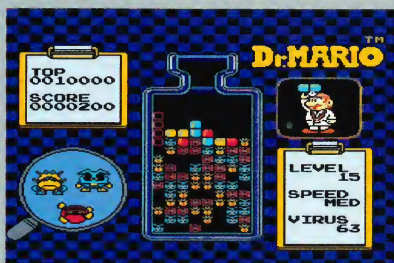
## MARIO BROS.



We know. You guys are sick of this game. After being given an updated version of it in each of the four *Mario Advance* titles and *Mario & Luigi*, you should be. You wouldn't want to buy this original version for any reason other than to complete the Collection. Plus, it plays awfully compared to the updated version. Worse than we remember.



Turn on the game and put the GBA to your ear. Bop your head. *Dr. Mario* has one of the coolest theme tunes ever. Two minutes later and a few dozen nods, we hit start to begin the bacteria killing business. It's a neat puzzle game, too. But it's not *Tetris*. Nothing is. Lobbing coloured pills into a giant bottle is cool, though.



Pity Goemon. He's got blokes after

him sprinting around everywhere and every time he touches a girl she turns into the number 1,000 and floats into the sky. So he has no choice but to batter everyone with his stick. Like us, you won't have a clue what's ACTUALLY happening in the Japanese version of this action RPG.



## WRECKING CREW



Mario doesn't spend all his days saving the Princess. This is the era when his hobby was to trespass on construction sites and think of the best way to mash up the place. The foremen aren't happy. You've got to avoid them. But the ladders have to be destroyed too, so you'll need a strategy. A bizarre puzzler for the hardcore only.



Konami  
新編はれびとエモン!  
からくり道中  
© KONAMI 1986



**SUPER  
TENNIS  
BEATER!**

**PLAYED!**

## The Prince of Tennis: Glorious Gold

There's no Rich or bearded John, no shouts of 'Rats' when you fluff a shot or a tiny South Pacific island with a red court, but what this has in spades is playability to match the all-time classic, *Super Tennis*.

Based on a popular Japanese manga tennis series, you play Ryoma Echizen, a gifted player who must make his mark at a new club. He's obviously not English 'cos he'd be laughed out of the door. Instead he's got a host of trophies and just needs to prove himself as the new kid in town.

Pushing the tennis-game boundaries are two gauges that rise with the rallies you win. Smashes and passing shots not only score you points, but also raise your meters. Then your man starts to flash and it's gonna be a world of pain for your opponent on the other side of the net.

Flashing players mean mental skills. WALLOP! Serves scoot off at sharp angles. EAT IT! Drop shots dive over the top of the net. 'AVE IT! Lobs drop dead on the baseline. Of course it's up to you when you use them. Is it when you need to claw your way back or destroy the opposition at game point?

You know when they're coming from the guy on the other side, too. You'll get a cut-screen complete with tennis dude, concentration etched on his face and sweating if it's match point 'cos you've got no chance.

Singles, doubles, against the CPU or a friend, the usual options apply, plus there's a ladder of other players who you can rally to your heart's content and a choice of racquet, depending on your style of play.

Faster and more furious than anything *Mario Tennis* delivered, it'd be a miracle if *Prince of Tennis* ever made it here, after all the cartoon series is all new to us. It plays a great game, though.







**WHO  
NEEDS  
EURO  
2004?**

# Shiren Monsters: Netsal



Motty wouldn't be able to contain himself. It's a team of cupboards versus a squad of duck creatures. Imagine it: "Cupboard turns and passes to Cupboard who waddles up the wing. Cupboard crosses, Cupboard rises, gets its top drawer to the ball and it's over the line! 1-0 to the Cupboards!"

It's the craziest game of football we've ever seen. It may look more *Super Soccer* than *Pro Evo*, the pitch rotating depending on where you are and what the ball's doing, but actually playing the game is more like an RPG. It's by Chunsoft you see, the same developer behind the forthcoming Japanese game, *Homeland*.

You don't get to control everyone, just one guy. You choose the squad you want, their kit and the formation. Controlling your creature involves running into space to collect a pass or snatch up a loose ball from duck dude, bunny fella, rhino man or robot.

Usually you'll be in on goal and tapping like a mad man to kick the damn thing. Nothing happens. That's because *Netsal* is like an RPG. You choose whether to attack or defend and use items, from electricity bolts to poison, wasting the opposition.

It's nuts. The goals don't have nets, you get kick-ins instead of throw-ins and it's impossible to see what's going on during goalmouth scrambles. Despite all that, we love it. More of this on English GBAs and the world would be a better place.





38  
levels

Did you know?  
Donkey Kong's a big  
fan of amateur wrestling.

I played it  
till my hooves  
fell off.

MEET ROY

DONKEY'S  
PET HUMAN

Is that him?

I GET CAR  
SICK IN  
THE BACK

ARE WE  
NEARLY  
THERE YET?

PROPERTY  
OF  
DONKEY KONG

Donkey's cut out  
and keep Recipe

Peel banana.  
Eat banana.

Nintendo.co.uk

OUT  
25 JUNE  
2004

Maggot says

DONKEY KONG  
COUNTRY 2

GAME BOY ADVANCE SP.

"I've been kidnapped by  
this idiot, KAPTAIN K. ROOL.  
If you've got a minute  
could you rescue me? Cheers."

I'm a pirate.

No you're not  
you're a dentist.

Beautiful Pirate hair

Nintendo®







**Imagine a place where all the hottest games live.  
That's E3 in LA. And *NOM* was right there to  
report on it all, just for you ➡**



ON  
THE  
DISC!



■ The Dark Beam. You can't hear it, but that Pirate's screaming "Mum!"



■ 'Dark Samus'?! That sounds a bit like 'Samus'. A connection maybe?

# Metroid Prime 2: Echoes

**FORMAT:** GameCube **PUBLISHER:** Nintendo **PLAYERS:** 1-4 **OUT:** Winter 2004

If there was one game that **EVERYONE** at the Nintendo stand had to play, it was this, but our first sight of *Echoes* was at Ninty's E3 press conference the day before it all began.

At first glance, it looked like not much had changed since *Prime*. But there were enough surprises in the one-minute trailer alone to have people on their feet cheering in excitement.

Make no mistake, *Echoes* is not *Metroid Prime* with new levels. Fresh ideas and innovative

gameplay ooze from the walls of every cave Samus explores. Set directly after *Metroid Prime*, Samus travels to a planet called Aether which has been hit by a Phazon meteor that's split the planet into two parallel dimensions; light and dark. The creation of the dark dimension also saw the dawn of a new evil being known as the Ing.

For years the Ing have tried to destroy the passive inhabitants of the light world, the Luminon. Now it's time for Samus to get

involved and just like when you used to get your big brother to hammer the nose of that lad you hated at school, she's there to bust up some Ing face. The Space Pirates are in there too, still trying desperately to use the Phazon found in the dark world. The slapping they got in the original didn't teach them to LEAVE OFF.

There were loads of people at the *Metroid* pods on the show floor. Flippin' LOADS, all trying to wrestle us off the controller. So no-one got long before having to

shuffle on, but the short E3 demo demonstrated how the parallel dimensions play a massive part in the gameplay.

Similar to *A Link to the Past*, Samus uses portals to travel between the dark and light dimensions. As well as the standard Power Beam, Samus has Light and Dark beams. It didn't take a genius to work out that the Light Beam is best against enemies of the Dark World and vice versa. The strange thing is, they both have ammo supplies that can be depleted, an odd move for a *Metroid* game – only missiles and bombs have been limited before. But ammo is plentiful as it appears when you kill an enemy.

As well as fighting these two beams play a massive part in some kick-ass



■ The Power Beam is back and everyone's happy. Look at this bloke, he's saying "give it to me!"



■ Point gun at face. Press fire







puzzles. The Light Beam can activate things and the Dark switches them off. In the Dark World, Samus must use the Light Beam to activate beacons, creating protective areas where she's safe from the poisonous gas in the air. This is just one small example, but we can only imagine what possibilities this world of two opposites can hold.

None of the enemies in the demo were particularly tough to beat except for one – Dark Samus. Whatever she or it is or wherever she came from, Dark Samus can zip around like Sonic and has a rapid-fire weapon that tears chunks out of Samus if you don't take cover. Typically Nintendo is saying nothing about where she came from.

Maybe she's the result of the Space Pirates' experiments to imitate Samus' suit, reported in *Prime*. But hey, we're NOM. Tough as she was, her defeat was inevitable. We annihilated her.

With the one-player demo finished, we set-up a four-player deathmatch in what appeared to be a massive space station, similar to the one at the start of *Metroid Prime*. It was a time-limited game, most kills wins. Items littered the station, including missiles, Super Bombs and a cool visor upgrade that allowed you to upload viruses to the opponents power suits, causing them to be stuck in Morph Ball mode, lose items and other wacky side-effects.

As well as a great getaway tool, the Morph Ball can be used to damage opponents if you charge into them. Super Bombs kill in one blow. There are also Morph Ball Cannons dotted around that shoot you to secret areas for special power-ups.

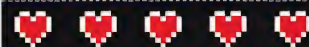
Lovers of the dual-analogue style of FPS control need to stop going on about how the *Prime* controls won't work in multiplayer. With the lock-on



feature we had no problem blazing any daring mother that came near us. The action was fast and played brilliantly. We ruined everyone by seven kills. And it won't be long until you get your paws on this awesome game. "Echoes will be launched in Europe by the end of this year, at the sacrifice of the Japanese launch", said Nintendo president Satoru Iwata. Have that!

#### NOM SAYS...

What we've seen only scratches the surface of what *Echoes* has in store. But with a 2004 release date, you already know what you want for Christmas.



■ What *Metroid* was missing? Four-player face mashing in *Echoes*

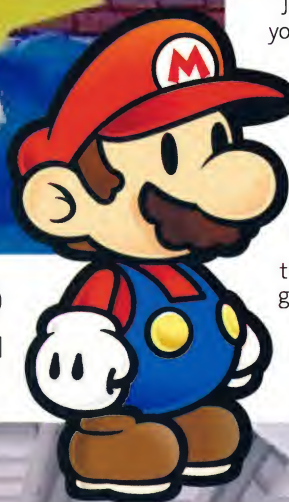


ON  
THE  
DISC!



# Paper Mario 2

FORMAT: GameCube PUBLISHER: Nintendo PLAYERS: 1 OUT: Late 2004



Okay, so there was no *Mario 128* at E3, but that doesn't matter because Mario was still at the show, dazzling us with a whole stack of games and wowing us with the stunning *Paper Mario 2*.

Awesome, beautiful and jaw-dropping must have been some of the words you probably yelled when you saw the first shots of *Paper Mario 2* last issue. Visually it's one of the best things we've ever seen on GameCube. Hell, it could actually be THE best we've ever had the joy of playing. And with Mario in the starring role you won't fail to fall in love with his crazy new adventure.

Just like the original N64 quest you'll take charge of paper-thin Mario as he cuts a path across 2½D worlds on his way to rescuing Princess Peach who has vanished on a holiday with Toadsworth. The only clue to finding the love of Mario's life is a treasure map which will lead you to the Star Crystals. You've just got to defeat the three dark figures that are trying to bring back the great Shadow Witch. hilariously, Bowser's not happy that



This bloodthirsty audience want to see some violence





■ Mario's house – once only the stuff of a young Tim Street's dreams

someone wants a piece of his kidnapping action so you'll have to lead the Koopa King through an adventure of his own, including his very own level, complete with Goombas and meat to eat to double in size.

There were three worlds to try and beat at E3 – Star Crystal Field, Hooktail Castle and Boggly Woods. Each had its own challenge to complete and countless nods to Nintendo's history. You know the kind of thing, warp pipes, spring effects and so on, and judging by the treasure map, Mario will blast off into space for the first time since *Super Mario Land 2*.

If you've played the N64 quest or *Mario & Luigi* on GBA you'll be right at home. First strikes are in and you'll have lists of moves at your disposal, including the ones of your sidekick who varies for each level – Goombarella in the Field, Koopa in the Castle and Flurrie in the Woods.

Star Crystal Field bowled us over the moment we set foot on the lush green plains. The red dragon you saw last month swooped overhead to his castle

in the distance and it was game on with Goombarella by Mario's side. As you'd expect, various boxes can be smashed to reveal Shines, Coins and health pick-ups, and by warping into a pipe you could control Mario on the hills in the distance, triggering switches in the foreground.

Our super-thin star will battle enemies on stage, not in the field where you meet them and a baying crowd will be ready to make you suffer or yell for an encore should you kick ass.

The more successful your attack the more the audience will like you and the higher your approval meter will go. Once it reaches the top you'll be granted extra moves to unleash on your



■ Look at the sky! It's wicked!



■ Looks like we can expect ice levels, a pirate ship and maybe space!

enemies to make them suffer including one that looks like the egg targeting manoeuvre from *Yoshi's Island*.

You'll need to perform at the top of your game though because if you have a stinker on stage the audience of Toads and Koopas will want you to suffer. They'll start to throw objects on stage (some even hit poor Mario, eating into your hit points) and you'll have a much harder time trying to convince them. Mario has got tons of special moves to call upon if you have the power to do it. You can rain down shooting stars, unleash bouncing fireballs and call upon the rage of thunder, but the best is when you unleash a massive attack like the POW Block move. Let rip with this beauty and the stage scenery will come crashing down, destroying any ground-based enemies. The audience will be screaming its appreciation and just watch when the Piranha Plants turn to eat the unlucky dude sitting next to them.

Mario isn't just a hit with his hammer, though. In Hooktail Castle he can fold into a paper plane just by standing on a plane platform and use his new airborne powers to reach other parts



■ It's okay, you still jump on heads

of the Castle. He can also turn sideways to squeeze his paper-thin butt through gaps and screw up into a ball of paper, to shoot up warp pipes.

*Paper Mario 2* isn't all about the lighter side of Nintendo worlds as Boggly Woods was a much more sinister offering. This black and white forest is home to dead Koopas and you'll even see one crying over the death of a loved one. You'll also be forced to find 100 Punies that unlock pipes and help you beat the stage.

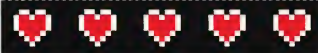
The whole game plays just like a history of Nintendo.

If you were left dying for more after *Mario & Luigi* you'll get your kicks right here. It was definitely one of the best games at E3 and we can't wait for its arrival later this year.



## NOM SAYS...

The sequel to a lost classic is so damn playable we'll eat ourselves if this isn't one of the games of the year by the time the snowy weather rolls around.





# Star Fox

**FORMAT:** GameCube **PUBLISHER:** Nintendo **PLAYERS:** 1 **OUT:** Late 2004

**L**et's be honest, the first shots of *Star Fox* we saw last year were rougher than *EastEnders'* Janine in a bikini... in prison. We were concerned about Namco's work. But the *Star Fox* we saw at E3 completely blew all concerns away.

The game has clearly come a long way and as you can see it's looking absolutely stunning. It's even better in motion. If you haven't already watched the movie on the cover disc, WHY ARE YOU READING? Watch it. Right now!

In the eyes of many, the best bits of *Star Fox Adventures* are the parts where you get to fly the Arwing through space in traditional shoot-'em-up stages. But they were merely transitional stages that linked the map screen to the level you selected. And they were short.

Forget all the mundane

collecting of a thousand and one items you can't be arsed to look for, and an annoying little dinosaur who constantly wants feeding – this new *Star Fox* is all about blasting the crap out of anything that moves. Just the way you like it.

The first stage we tried was the old-skool style space stage where your ship follows a pre-set path and you have to dodge incoming fire as you manoeuvre the Arwing around the screen. If you've played *Lylat Wars* (as it was called here in the UK) you'll be instantly familiar with the gameplay. Barrel rolls, boosts, brakes, Nova Bombs and all that stuff are in there.

And you can charge the laser beam to lock-on to an enemy, allowing you to shoot a larger blast that'll take out multiple ships in one go. It's sweet.

The other single-player stage



■ No! That was a school bus!



■ Check out Fox. He's SO the... fox



■ He's back. Boots redder. Tail bushier. And a lot more free and easy with the death-dealing plasma ray



was an on-foot, free-roaming level where Fox gets given mission briefings over the radio from General Pepper as he sprints around blowing stuff up. If you stumble across a Landmaster Tank you can hop in and burn around in that, crushing everything that gets in your way.

But what REALLY rocks is the multiplayer. For the first time in a *Star Fox* game, you can actually play the single-player missions in a two-player co-op mode. You

can each either fly your own vehicles or one player can serve as the wingman – that player sits on the wing of an Arwing or the side of a Landmaster and shoots at passing enemies. Twice the firepower and twice the action.

The multiplayer's much better than that of *Lylat Wars*. With the limited abilities of the N64, the low-res graphics made it a bit crappy to play. No such problems here. The GameCube flexes its poly-pushing power to render large and beautiful environments in all four corners of the screen. No fogging, no pop-ups. We can tell you it's truly stunning.

As with single-player, there were outer space dog-fighting levels and free-roaming modes open to play. Mike and Tim hit the free-range mode in a stage that looked like the exterior of a futuristic military base.

They ran around for a bit, firing off a few shots at each other, but the standard pistols weren't too effective so they wandered off to look for some more menacing tools of destruction.

Tim found an Arwing. Mike crapped his pants. But as luck had it, a Landmaster wasn't too far away. There are icons that indicate the location of nearby vehicles so they're never hard to find. Tim flew over Mike, raining







■ Gen. Pepper looks like he's getting on a bit



■ Pink explosions? Well, it IS the future...



■ Because you didn't ask for it! Deathmatch!



lasers down on him as he scrambled over to the tank. He leapt in and waited for Tim to make his next pass. Tim thought flight gave him the upper hand, but he soon found out otherwise when Mike took off with the Landmaster's vertical thrusters and blasted him out of the sky with a powerful tank fireball of death. But you don't die when your vehicle is destroyed; you get a chance to scramble away. Being on

foot leaves you likely to get crushed by the vehicle that annihilated your ride, though.

As things stand, it doesn't seem that *Star Fox* will be compatible with LAN link-up, which is a shame because eight-player deathmatches would be utter carnage. But it's not too late, we can only hope.

#### NOM SAYS...

*Star Fox* looks stunning and is great fun in multiplayer. With the power of GameCube, the later stages are sure to be amazing, with some kick-ass bosses. We can't wait.







# Resident Evil 4

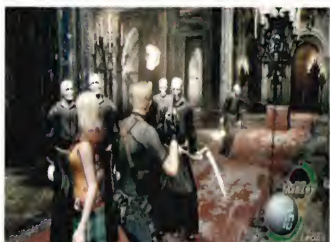
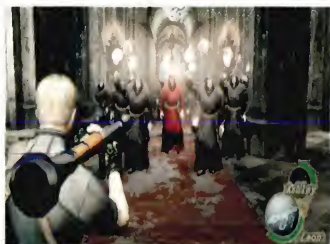
**FORMAT:** GameCube **PUBLISHER:** Capcom **PLAYERS:** 1 **OUT:** 2005



**T**hanks to the fat, smelly American loser hogging the demo pod in front of us, we got a long hard look at *Resi 4* before the pad was in our hands. What did we learn? Apart from how to stupidly walk into bear traps and waste all your ammo shooting open boxes, we learned that it's one of the finest looking video games ever created.

It's every bit the horror movie. You see Leon Kennedy from behind, like you're running after him with a slightly wobbly steadicam. Look around and the camera moves pretty violently, giving you that slasher movie feel. With Leon so large on the screen, you get that FPS feeling of terror as you're frantically shoving rounds into your handgun as an evil looking nutter lumbers towards you with a pitchfork. BANG! You blaze a round into his face and his whole body jerks back. He spins, clutching his chops and lunges at you. Your second shot misses





■ "J'aime votre fusil de chasse, monsieur." "Yeah? I'm gonna use it to kill you and your crazy-ass mates."

and your pants go brown. Shot three sends him flying to the ground in a manner so realistic it sickens you. There's no glory in the killing. It was necessary and pretty horrible. And about a million times more unsettling than those stupid old zombies.

But hey, fatty's off now so let's rewind. We start out in dense woodland. The fallen leaves look amazing and even a close-up of the silvery tree bark doesn't throw up a single flaw. The colour palette is deliberately drab, with the cloying mist just upping the dread levels. This is before you've even moved and the most threatening thing you've seen is a crow.

Leaves and twigs snap underfoot as you walk. So we

decide to sprint. Bring on the pain. We stumble upon a hut and that's where – annoyingly – the game snatches control back off us. The house looks empty. Wait: there's a guy over by the fireplace. "Excuse me, boss. I'm looking for this girl. You seen her? Hello? I'm talking to you, friend". At this point, Random Bloke flips out and goes for us with an axe. We're in control again and have to execute this guy in a hurry. We hate that about *Resi*. It's so intent on telling a story, that it stops you from interacting and forces you to watch.

When we shoot this guy in the arm, you can see the impact. His face contorts. There's a little spray of claret, but it's the facial response that really shocks you.

You feel like you're really killing someone, which blitzes zombie dogs on horror factor any day.

Bad news: there's a whole village full of these idiots who need to die. Ammunition is hilariously scarce. You break open boxes and find green herbs. But what you really need is a bloody machine gun with some kind of magic infinite ammo. Those don't exist, by the way.

As you approach the main village, Leon breaks out the binoculars. There are packs of these dungaree-clad buffoons lumbering about. A bonfire blazes in the centre of the village and there are chickens running around. There's a cow, too. We didn't shoot the cow. Usually it's the first thing we'd try, but you don't mess around in this place. That's a bullet wasted that could keep us from dying.

We take the back route in. So far, nobody's seen us. We loot a tin hut and find a red herb and a box of bullets (about bloody time!). In aim mode, a laser sight draws its red beam across the screen. One of the men stops walking. The red bead is on the back of his head. BANG! His head breaks open like a ripe melon and the guy next to him turns and points at us. A whole pack of these guys come lumbering over – not in any great hurry, weirdly – and we leg it to a point where we can't get hit from behind.

Trial and error has taught us we just need to survive a few minutes. Until the bell in the tower chimes and these satanic

beings disappear back indoors.

The knife is useful for taking down a single assailant, but in a melee with a gang of them you're going to take serious damage. Leon knows a cheeky bit of kung fu now too, so he can handle himself when they get too close. Each fat villager takes a worrying amount of hot lead before they drop.

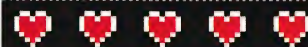
Even playing under the bright lights of E3 in a hall packed with thousands of people, we were still panicking. Especially when one of these guys sliced Leon's head clean off and gazed blankly at the sudden jet of blood.

The controls are still clumsy. It looks like they always will be. But slightly robotic controls are just something you have to accept. It's part of the conditions of play, basically. Live with it and let *Resi 4* give you nightmares.

It's not all humans to kill in the game, though. A tantalising teaser video from Capcom showed huge chained-up ogres, sea monsters and steroid-chomping hulks that make the WWE's biggest look like Tim Street. It's horrible, and we mean that as a complement.

#### NOM SAYS...

*Resident Evil 4* knocked us out and we woke up to find it chewing on our leg and throwing scythes at our faces. 2005 could be the worst year of your life...



■ This guy went nuts when we tried to take a peek under his bag





# Viewtiful Joe 2

FORMAT: GameCube PUBLISHER: Capcom PLAYERS: 1 OUT: TBC

**W**e can't think of a single recent fighting game that has moves more satisfying than dodging a robot's punch, then, in slow-motion, uppercut-punching his head off. That's *Viewtiful Joe*.

Then you continue the glorious robot-crunching combo; all in slow-motion, round-house the next dude, BOSH – jump and kick a flying bot in the propellers, BONG – and finish with a super-flying down-kick to the forehead of another bot, OCTO-BOSH! Watch as their broken body bits scatter on the floor. Ooh, we love it. And there's plenty more of that in *Viewtiful Joe 2*. OH YES!

You saw our preview last month (well, you should have) so you know the basics. Sylvia's

now using her ninja-style, ass-kicking skills right from the start and busting some faces with Joe. And she's got a zapper.

We chose to play as Sylvia first. Dressed in her snazzy green cheerleader outfit she fights similarly to Joe, with a few different animations, but nothing that changes the *Viewtiful* fighting style. When she lands after a jump, if you aren't pressing any buttons she strikes a flashy cheerleader pose. Check her out.

What we really wanted to see was what devastation her gun could cause. The simple answer is not much unless you dodge an attack to activate the Slow power-up and use the new VFX, Replay. Then it'll rip its way into

their metal bodies, shattering them to pieces. But it takes a bit of practice to get used to pulling off all those moves at once.

We're sure that, just like the original, an hour of play will be enough to get you flicking out various kicks, punches, uppercuts and slow-motion fireballs of pain with ease. And the sound effects in *VJ2* have been given more oomph than the original, so every blow will feel even more satisfying.

Yes, we toyed around a bit with the new Replay power. When you activate it, the screen goes fuzzy and flashes up the word RECORDING in red letters, like an old-fashioned video camera. Strike someone and the screen will re-run the footage of you landing that lethal blow on the unfortunate victim three times. After the three cinematic showings, the live action continues, with the

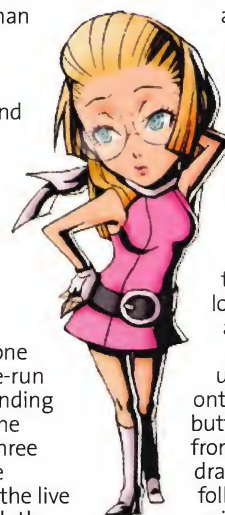
enemy left in ruins, a worthless pile of demolished metal. This move puts a break in the gameplay, which we're not sure we like, but if used at the right time the effects are devastating.

The demo made it clear we can expect more of those wacky VJ puzzles to have us scratching our heads in confusion. In the

level we played, we came to a dead end with a giant button we couldn't

budge and a volcano in the background with a big rock on the top.

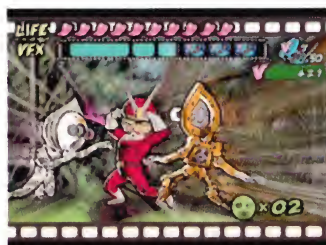
Activate Slow at the right moment and it'll power-up the eruption of the volcano that blasts the rock through the air and onto the giant button. This lowers the drawbridge ahead. Later you have to use Slow VFX to power-uppercut the rock back onto the volcano to raise the button so you can get a key from underneath the drawbridge and use it in a following door. Totally original, but just a simple taster of the tricks that await later in the game.



■ Co-op carnage as man and wife wade into the robotic hordes



■ Two lasers and you STILL can't hit anyone? Rubbish



■ Joe, shortly before ass kicking

## NOM SAYS...

When's the release, Capcom? WHEN? Tell us! *VJ2* is fun, packed with innovative ideas, intense fighting and is the gaming definition of chaos.







# Donkey Kong Jungle Beat

FORMAT: GameCube PUBLISHER: Nintendo PLAYERS: 1 OUT: 2005

**T**here's Tim. He's going berserk on the bongos and DK still isn't wall jumping up that shaft. This could be because Tim has no rhythm and the surprise new Donkey Kong game from E3 is all about funk.

It's not *Donkey Konga 2*. Not a bit of it. It's a platformer similar to the side-scrolling story mode from *SSBM*. You're DK and you charge along leaping barrels, swinging off vines and spinning off giant dandelions. Oh yeah, and you play it with the bongos.

Pat the left and right bongos to make Kong sprint in either direction. Bash both at the same time and he'll jump. Clap to attack enemies, pop bubbles and hit switches. Sounds easy, but the control method alone helps this traditional platformer feel like an entirely new experience. Bang on the table now. Imagine if for yourself. Right, right, right, BOTH to leap a barrel. Left, right, left, right to wall jump up. Samus style. Clap to flip over the giant armadillo and then hammer left and right like a maniac to wail on his fat ass with your hairy fists. BANG, BANG, BANG, WALLOP!

There were two stages on the E3 demo. Forest involved lots of swinging around and jumping. There are monkeys in trees ready to give you a hand up if you clap in the right rhythm and while



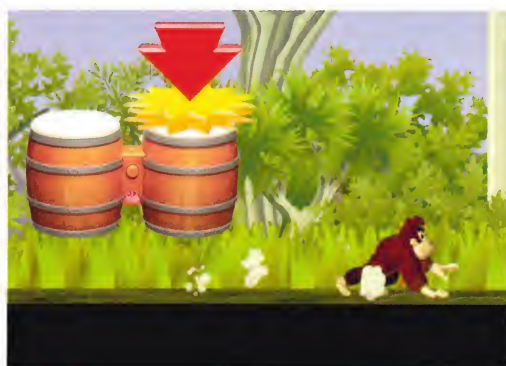
Beat away and the monkey moves. Who says Nintendo isn't realistic?

you're hanging onto the tail feathers of a big blue bird the bongos flap its wings. You've got to skillfully navigate up through twisty caverns without hitting the sides. With the constant patting on the bongos it's just brilliant fun.

The second stage, Mountain, kicks off with DK riding a mountain goat, galloping down a huge slope with a giant snowball in pursuit. You're going hell for leather. Then a spiky snowball appears in front and a giant fish behind. It's all about control as

you try and stay out of fish range while not impaling yourself on the deadly snowball.

Then it's a brawl against Dark Donkey Kong, with his greying fur and demonic eyes. Clap to dodge, then slap away to rock his face with a rapid-fire fist fest. It's the most instinctive video game fight ever. You pound away like you're thumping that monkey. Repeat until he's dead. Walk away with red, stinging hands and your brain a-buzz.



## NOM SAYS...

Nintendo's surprise bongo afterthought turns out even more entertaining than *Konga* and gives a flagging genre a new lease of life.



## Bongo Tim

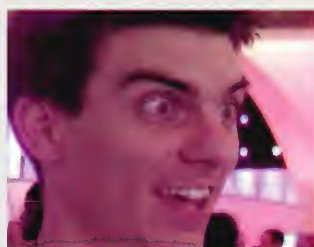
It's an emotional roller coaster as Streetlife beats the monkey



■ Chill out! It's the loading screen



■ Sparks of concentration fly



■ Tim's 'going to the zoo' face



■ Victory? Shock? Aneurysm?





■ Stop lounging around and move the bag! **MOVE THE BLOODY BAG!**



■ Nudge your opponent nearer to defeat with **AN EXPLODING SPIDER!**

# Pikmin 2

**FORMAT:** GameCube **PUBLISHER:** Nintendo **PLAYERS:** 1-2 **OUT:** October 9th

Last month we brought you a tangy compost of a preview, blending the fertiliser of imagination with tiny fact-shaped seeds of truth, gleaned from our limited experience of the Japanese version. But we had to play on. We needed more. And we knew you did, too. Being kept in the dark and covered in crap is for mushrooms, not the likes of us. So, with your needs at the front of our minds, on both sides of the Atlantic we racked up the hours on *Pikmin 2*. Here's what we dug up.

We know more about the new Pikmin and some secrets about the returning colours. The chunky Purples actually weigh TEN times as much as the average flower folk and make a bone-crunching bang as they sail into obstacles or the teeth of local wildlife. They can also lift ten times as much as regular Pikmin, but there's a trade-off – they lag behind the others as you charge around the undergrowth. White Pikmin can not only survive poison gas and cause huge damage when ingested, they're also able to seek

out hidden items and traps with their crazy red eyes.

What's more, the Yellow Pikmin have been given the added bonus of electrical resistance while the Reds' ability to withstand fire will see them come up against flaming enemies and scorching traps.

But it's the two-player Battle mode that's taking up most of our time, featuring ten different levels of capture-the-flag mayhem and power-ups that make *Mario Kart* look like a friendly game of competition



■ Cherries equal power. Feel it

knitting. Starting with between five and 50 Pikmin you win the game by stealing the enemy's Marble, grabbing four buried Yellow Marbles or making them die with your flowery fists.

Power-ups fall from unseen branches above and throw up a wheel of misfortune for your opponent. Will it be an exploding spider sent into their base? What about a swarm of meteors to crush their army? Or maybe set your Marble back to square one just as they were about to win. There are loads more, of course, every one best followed by sadistic cackling, dancing around on the sofa and flicking the Vs in their screwed up face of defeat.

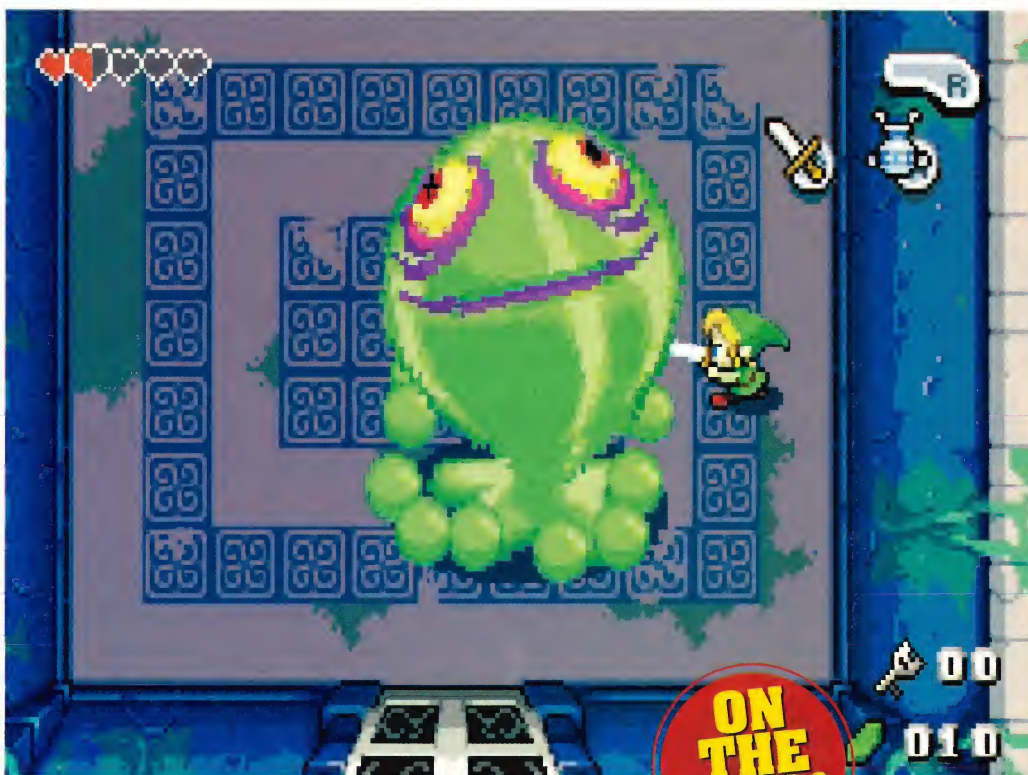
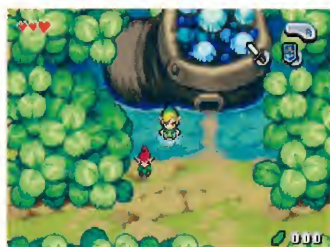
Finally, we've also heard that the US version has had more than just a text overhaul. Many of the collectible treasures have been changed to local brands like 7-UP. Whether we can expect Tizer cans and discarded Curly Wurlies remains to be seen.

## NOM SAYS...

The more we play the better it gets. Only kung fu Pikmin in *Kill Bill* tracksuits could make this any more cool.







ON  
THE  
DISC!

# The Legend of Zelda: Magical Hood

FORMAT: GBA PUBLISHER: Nintendo  
PLAYERS: 1-4 OUT: Winter

**N**ew GameCube *Zelda*, yes, yes. Get it out of your system. Forget about it. There's a new *Zelda* game coming THIS YEAR and it's fantastic. It's genius. It's original. It's everything a great *Zelda* game needs to be.

As it begins, it's quite familiar. Except now Link has a talking hat to tell you stuff. The end of that famous green hat becomes a bird's beak and it yaps at you as it sees fit. The opening village

seems textbook *Zelda*, until you get to the first temple. And it's about four foot across with a tiny ant-sized door. You see where this is going. So you shrink to bug size. Barely visible gaps in the foliage are your new pathways. The Minish people have never seen a little guy in a green tunic before. It's basically too cool and then you get into the dungeon.

See that giant green Chu Chu in the screenshots? He's the boss

of the first dungeon. He's just a regular-size Chu, but carries a whole new threat for a Link only a few millimetres tall. Seeing familiar *Zelda* foes from this new perspective is pure genius, but there's a whole lot more new stuff besides that.

How about a gun that sucks up debris off the floor and spits it back out at enemies? Or use elastic mushrooms to catapult yourself across gaps? Or a miniature cart that blazes around the screen at such a speed that Link lets out a hilarious wail of terror. Tiny leaves work like the Deku Leaf in *The Wind Waker*, as Link glides along on mini-hurricanes in the dungeon's flying sections.

Another section shows Link waking up in his room. And then he gives the hat a nudge to wake it up, because it sleeps in the bed

next to him.

He gets changed and Princess Zelda bowls in and asks you to fetch her some milk. Screen cuts away to Malon visiting the village, delivering Lon-Lon Milk with Epona pulling a cart. We nearly wept a tear of pure awesome.

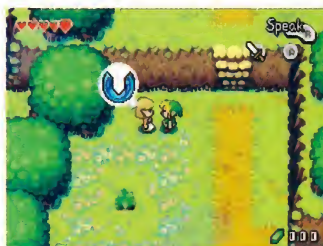
Then there's the Kinstones, which work like those split love heart pendants that stupid people wear. There are two halves to every Kinstone and they fit together like a jigsaw. Fuse your half with a matching half (by talking to people who have them) and you get items and make events happen in the gameworld. Like big beanstalks sprouting up. Astounding!

## NOM SAYS...

The second of the new *Zeldas* looks like a work of crazy genius. It may be the 2D masterwork *Link to the Past* fans have been dreaming of since 1991.



■ We'd never let Link near our garden – chop, chop, burn, burn. Nutter



■ "Me no speaka-da piccies, love"







■ Flame-thrower man protects his palm tree



■ Keep killing and things will thin out a little



■ It's just like when your mum drops you off

# Advance Wars: Under Fire

**FORMAT:** GameCube **PUBLISHER:** Nintendo **PLAYERS:** TBC **OUT:** 2005

**W**hat would *Advance Wars*, one of the GBA's top games, be like in full 3D? Probably like the most kick-ass game in the world to all you *Wars* fans. UK-based developer Kuju Entertainment is the company that's going to make it a reality. Only at the moment it's not as much like *Advance Wars* as you may have hoped.

*Under Fire* completely throws the turn-based combat aspects of the portable games out the window, trading them for real-time strategic warfare. That's good news for those that sneer at games that require a thing called thought and you prefer to shoot stuff.

It's chaotic. All will seem peaceful when suddenly a convoy of tanks and rocket-equipped infantry emerge from over a nearby hill. Then charge at you. There's no time for strategic thinking now. You've got to react quickly before you and your comrades get annihilated.

Whilst you can take control of any of the units on the field, you must also give out orders to the rest of the fighters.

Giving orders makes use of the Command bar at the bottom of

Take down the gunship or it's melted tank time



the screen. It shows you all of the deployed units you have control over and allows you to select which you want to command. You can send them forward into battle with a specific enemy, call them back into line or get them to back you up when you need some help.

We found that the Command system wasn't the easiest to grasp in the thick of battle. First you've got to move a cursor over an allied unit, select him, then move

the cursor to an enemy to make him attack. Your units will just sit idle otherwise. All the while, the enemy isn't holding back – they're pasting the crap out of your other units. It's something we'd probably get better at with time and practice (something you don't have on the show floor), but we weren't too impressed. It's not as easy to pick up as *Pikmin*, which uses a similar system.

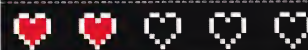
Taking control of the units yourself is simple enough. You can lock-on to a target and let rip with machine guns, rockets or flame-throwers depending on the type of unit you're controlling. That includes tanks, where you can drive around blasting bits off anything that crosses your path. But the real

fun is in flying a gunship, swooping about and raining bullets down on victims below.

With large environments and plenty of cool weapons and vehicles to break, *Under Fire* has the potential to be really cool. But at the moment it seems to lack that special Nintendo polish. The graphics are a little bland and lifeless and the controls aren't as fluid as we expected.

## NOM SAYS...

At the moment *Under Fire* is a little disappointing, but it's not due out until next year so it's still early days. Hopefully, it'll get loads better.







# Pokémon Fire Red and Leaf Green

**FORMAT:** Game Boy Advance **PUBLISHER:** Nintendo **PLAYERS:** 1-40 (in the Union Room) **OUT:** October 1st

**W**hat they came to see was the Nintendo DS, but while people were queuing up to have a go they were also trying to win a stuffed Bulbasaur just by singing the *Pokémon* theme tune. That's the power that the creatures of Kanto have over us humanfolk, the power to keep you wandering through that tall grass and summoning your Charizard.

No Nintendo booth at E3 would be complete without a showing from *Pokémon* and this year Pikachu was on show in a Nintendo DS tech demo and, for the first time, there was an English-language version of *Fire Red and Leaf Green*.

As you'd expect, the original we all played for hours now looks incredible after its GBA make-over. We couldn't resist heading back to the start of the sprawling adventure to see the house in Pallet Town and Professor Oak's lab. As you'd expect everything is just as you remember, but with all the added bells and whistles the GBA can provide.

There's enhanced battle animation as well, so moves like the Thunder Shock and Psychic will look blinding on your GBA. Get three other mates linking up as well and those four-player scraps are going to be mental.

As for the challenge these

*Pokémon* games provide that hasn't changed either. There are still the likes of Brock and the Elite Four to defeat, the Trainers to beat en route to Mt Moon and your rival to take down a peg or two. *Fire Red and Leaf Green* are also compatible with *Ruby*, *Sapphire* and *Colosseum*, and to extend their life you'll continue on to the Mystery Islands once you've overthrown the Elite Four.

But the new ideas don't just end there. Now you can choose to play as an 11-year-old boy or girl, something that wasn't in the original GB Classic games. The US versions are also coming packaged with the Wireless Adapter, Nintendo's new peripheral that does away with the need for link cables, so you communicate with your mates from a few metres away. There's no news yet on whether this will also be the case in the UK, but as *Mario Golf Advance Tour* and *Hamtaro Ham-Ham Games* are going to be supporting this feature the days of your tangled old cables could certainly be numbered.

But perhaps the biggest thing



**ON THE DISC!**



■ In real life the Wireless Adapter doesn't make those rings. Shame



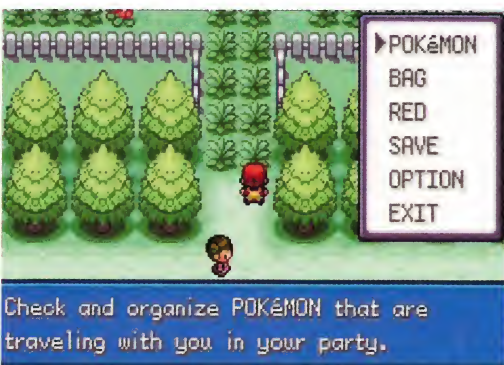
■ That's a Venusaur that is. It's, like, SO all over that Title screen



■ Yeah, well, maybe we should get on with it then



■ Cableless link-up play? What'll we trip over now?



■ Always check your party before braving long grass



■ Charmander's gonna kick some furry yellow ass

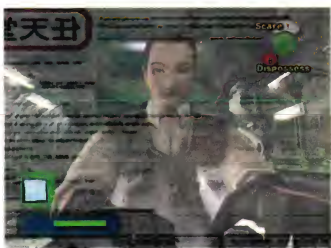
to come out of E3 is the Union Room – a place where up to 40 people can send texts to each other. Five of you can even join in a chat session, choosing from pre-selected messages or even making your own. Just imagine sharing your own strategies, challenging people to a duel or, in the case of Dean and Kingsley, arguing about who's the best out of Man Utd and Arsenal. The possibilities are endless...



■ At this point, Mike got stuck







■ Oi, muggins, you is possessed!

**B**eing the Sam Fisher of the canine world sounds crazy, padding around near a treacherous drop or keeping your tail in the shadows so you don't get spotted. Yes, it sounds far fetched, but it happens in *Geist*.

It begins deep inside the Volks Corporation where the ghost of John Raimi haunts the corridors, trying to return to his body after torture has ripped away his spirit. You play John's ghost and our first job was to scare a guard dog so we could possess its flea-ridden body. The only thing nearby was its dog bowl and believe it or not we had to possess the Winalot, making it explode from the bowl to scare Rover.

Once in the dog we leapt free and had to get past security guards to reach the next victim. One false move and it was back outside, so we stayed in the shadows and used a side tunnel to avoid getting caught.

In the next room we leapt from the dog to a rat so we could use a low tunnel, being careful to keep one eye on our Possession Meter. As you take on different bodies this will



**ON THE DISC!**



## Geist

**FORMAT:** GameCube **PUBLISHER:** Nintendo **PLAYERS:** TBC **OUT:** TBC

continually tick down so you've got to kill plants and use their energy to restore your spirit meter. Further into the compound it was time to possess a pressure valve, turning it up to cause a pipe to explode and a guard to be blasted in the face. With the goon out of action we took control of his body, taking charge of his

assault rifle and turning on his unsuspecting colleagues.

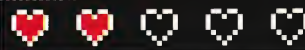
Deeper into the E3 demo there were computers to crash with viruses and lights to trip. It's certainly an innovative idea and as n-Space's first GameCube game it's a complete departure from the normal first-person, frag-at-all-costs games.

Multiplayer mode also sees you in need of possessing a body at the start, or be left vulnerable to attack. There's even a hijack power that sees you taking over a friend's body, leaving them floating as a spirit while you blast them.

Being a GameCube game you'd expect decent graphics to come as standard. Sadly, *Geist* is going to need some work to match the ideas in the gameplay. We'd even go so far as to say this was the worst-looking GameCube game on the Nintendo stand.

### NOM SAYS...

It's been one of our regular Future Fives for ages, but for now the jury's out. We love the gameplay, but it needs to look the business, too.



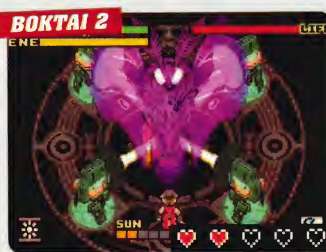
**PUBLISHER:** Nintendo **OUT:** TBC

Forget all that 3D rubbish and get with the top-down view. That's the way to do a GBA racer. The cars are tooled up like battle tanks and slide around bends like Lotus Elises.



**PUBLISHER:** Activision **OUT:** Late 2004

Not playable, but the video looked sweet. It's now Team Hawk against Bam and you can create your own tags or stickers. A Classic mode even sees the return of the time limits.



**PUBLISHER:** Konami **OUT:** TBC

More sunlight-charred shenanigans, but this time it's a bit more focused on the RPG side. That said, they've still managed to offer Django 60 different light-fuelled weapons.



**PUBLISHER:** Namco **OUT:** TBC

We haven't been supporters of this card-battle stuff, but with an epic story line and some cool-looking areas, it seems *Baten Kaitos* is actually trying to make decent game of it.





# The Legend of Zelda: Four Swords Adventures



**FORMAT:** GameCube **PUBLISHER:** Nintendo **PLAYERS:** 1-4 **OUT:** TBC

**W**e know this is special. Our massive preview back in issue 140 was evidence of that. But the gaming landscape had shifted by the time we played this in English. Nintendo had stopped the world with a preview video of a new

GameCube *Zelda* game and *The Magical Hood* was a marvel.

So what of *Four Swords Adventures*? We'll tell you what: it kicks arse. Still. Not even three strangers as our fellow 'swords' could spoil it. It merely cemented the fact that this is an incredibly

social video game. *NOM* was joined by an American, a Swede and a Japanese man. There was no language barrier: we all spoke fluent *Zelda*. It was beautiful, until green Rupee rewards started to fall from the heavens. Then World War III kicked off.

We're fairly sure the Japanese man didn't understand what we said about him. The British accent may have also thrown the Yank. Bjorn cracked up laughing though, so he clearly understood. With baddies slain and money looted, we went our separate ways. Apart from the green Link, who quickly turned 180° and darted back in some single-player action. We're pleased to report that's ace, too.



■ A rainbow. In English. Yes!



■ Explosions. They need enlarging



■ Form up and whip them, Links

**NOM SAYS...**  
*Zelda*. Makes the people. Come together. Yeah.



## Mario Pinball

**FORMAT:** GBA **PUBLISHER:** Nintendo **PLAYERS:** 1 **OUT:** Winter



■ Ball-shaped Mario versus huge Petey Piranha. Only one winner here

**T**he first time you play this, every two seconds you'll be saying "ah, that's the music from *Mario Sunshine*" and "this level is straight out of *Super Mario 64*", and getting excited about it, too. Well, if you're anything like us, that is.

We went into the windmill from Bianco Hills in *Mario Sunshine* and fought Petey Piranha in pinball. We found a secret stage that was in the underwater cave in Jolly Roger Bay from *Mario 64*. We killed ice-skating Shy Guys from *Mario Kart Double Dash*. We hit Goombas, Koopas and all manner of Mario enemies. It's oh so sweet.

The main idea of the game is to collect Stars. Like *Mario 64*, these Stars open new doors to

new areas. The game isn't set on one or two pinball boards like *Pokémon Pinball* or *Pinball of the Dead*. It's actually pinball worlds, split into several areas in each world, as well as many secret areas and boss stages.

With enough Stars, hit a door and it'll open, allowing you to progress. You'll also need to let your ball fall through the flippers to return to a previous area to enter a door you didn't have enough Stars for beforehand.

**NOM SAYS...**  
The Mushroom Kingdom comes alive. This may be the best pinball game ever made.



**PUBLISHER:** Konami **OUT:** TBC

This GameCube sequel's got the four-player mode that they stupidly left out of the last one and some decent screen-sized bosses to leather. More room to roam about as well.



**PUBLISHER:** Nintendo **OUT:** Sept 3rd

Laughing at random Americans as they mess up the teeth-brushing game apparently isn't the done thing. We had a great time. They did not. *NOM* wins. We love this game.



**PUBLISHER:** Namco **OUT:** TBC

Race to buy parts for your motor in LA and Miami. Decent handling and some quality car models ensure that there's something out there for motorheads without *Burnout 3*.



**PUBLISHER:** Atari **OUT:** Sept

We saw this game running on Xbox and it looked like a simple, but fun and chaotic shooter. Shame then, that the GC E3 demo was running slower than a disabled ant. All wrong!





# GoldenEye 007: Rogue Agent

**FORMAT:** GameCube **PUBLISHER:** EA **PLAYERS:** 1-4 **OUT:** Late 2004

**H**as it got twitchy guns? What about the Temple? What's that? You play as a man with a golden eye that helps you to target the good guys. What do you mean "good guys"? Bond, that's who. You're now on the dark side of the Bond universe – no more vodka martinis, just cats to stroke and volcanoes to live in from now on.

You are the titular rogue agent who's been given the boot by MI6 and taken in by Goldfinger, the ruthless Bond villain who is waging a war against Dr No to be the baddest ass in the world. You're right in the thick of the

action and as you progress you'll cross paths with Oddjob, Scaramanga, even Xenia Onatopp and Pussy Galore.

*Rogue Agent* is all about the dark side of the game – we got to grab hostages to use as human shields, kick the good guys off ledges (including Bond himself), even watch as we mowed them down with a train. It's not often the dark side of games is shown and we've been so used to saving the world with a PPK all these years. It's odd.

The first level we played was in Fort Knox. Bond hung onto a ledge and, after knocking him

over the side, you'll be battling enemies with their all-new EVIL AI, where the meanest of the mean use their weaker allies as shields and react to what's happening in shoot-outs. It's a neat idea, but there's still some way to go before this works a treat. There's no stealth, this is all about kicking ass, napalm and assault rifles. Forget any sneaking up on people.

No Bond game would be complete without a multiplayer mode and fortunately this was playable on the show floor. Set on the *Moonraker* space station there's an array of weapons to

use and you'll be charging around popping caps all over the place. One of the best moments is when you trip a switch to launch one of the rockets from their pads. Steer clear of the boosters at all costs or you'll be fried instantly.

## NOM SAYS...

We'll be getting our shoot-'em-up kicks from this, *T53* and *Metrod Prime 2* later this year. At the moment though Samus is edging it.



**PUBLISHER:** Nintendo **OUT:** Sept

On the flight over to LA, Tim creamed Dean at this. So he loves it and The Scott hates it. We used the wireless link to game on while Tim went for a dump. That's technology.



**PUBLISHER:** EA **OUT:** October

The players actually react in this game and that pesky defender won't shadow you so you'll be able to get an opening. Henry's got the speed of a cheetah too, unlike last time.



**PUBLISHER:** EA **OUT:** Autumn

No more pointless hack 'n' slash action, this is a turn-based RPG with you in the role of a Knight of Gondor, on the hunt for the Fellowship. Looked dodgy, needs work and we needed more time.



**PUBLISHER:** TBC **OUT:** September

Praise your relevant God: *Astro Boy* is coming to the UK. The translation seems a bit formal, but the joy of blazing giant robots with a kid in red booties is magnificently undiminished.





# Prince of Persia 2

**FORMAT:** GameCube **PUBLISHER:** Ubi Soft **PLAYERS:** 1 **OUT:** Winter

**P**ersia has got darker and more sinister since the last time we were there. The back-flipping Prince is serious. He means business. He's gone from holding his own in a sword fight to being an ultra-efficient and brutal killing machine.

The first enemy we encountered in *Prince of Persia 2* got multiple kicks to the chest before being sliced in half at the waist. The next dude lost his head before he even knew we were there. These moves and many more, equally as brutal, showcase the new darker tone of this sequel. And yes, it's wicked.

The Prince's time control is more advanced. He can slow down time and the movements of his enemies, allowing him to hack through an opponent's spine without them even getting to fight back. We can't think where we might have seen this concept in a game before <cough> *Viewtiful Joe* <cough>.

He's also got a Mach Spe... we mean, Fast Forward power that speeds up his movement. We saw him use it to take out FIVE surrounding foes in a split second. CHOP, SLICE, CHOP! They didn't see it coming. Then time speed returned to normal and a

second later the top half of their bodies fell to the floor. AND he can pick up their weapons and use them himself, one chopper in each hand. WOW!

If you thought that the Prince's acrobatics in *Sands of Time* were impressive, you haven't seen anything yet. He still runs up walls and swings on poles, but now he combines his skills into long combinations of jumps and flicks that'll make your jaw drop. We saw him run along a wall, put a knife into a curtain and cut it as he slid down, then back-flip off the wall, swing from a pole and perform one final leap to a safe



■ Big fella, eh? Like a fight do ya?

platform sticking out of an adjacent wall. You'd think that such complex moves would be utterly impossible finger-twisters, but they aren't at all. It's extremely playable.

But even that hadn't prepared us for the awesome boss battle we witnessed at the end of the *Prince of Persia 2* demo. In stomped an absolutely enormous beast that looked a bit like the giant troll from *The Fellowship of the Ring*. How would the Prince take on a creature that made him look like a little insect? Easy.

He swung around behind him to slice the back of his ankles and make him crouch in pain, then climbed up his back and began slicing the beast's neck, while jumping from one shoulder to the other to avoid the creature's giant hands. After repeated slashes he finished it off by ploughing his sword straight down into the top of the ogre's skull. Two words. Have. That.

## NOM SAYS...

This is going to be awesome. It's dark, it's sinister, the bosses are bigger and the levels we saw were stunning. Long live the Prince.



**PUBLISHER:** Nintendo **OUT:** July 16th

It's *Advance Wars* with swords, basically. And it's popped onto the release radar from nowhere. Full review next issue and we'll let you into a little secret: it scores very well.



**PUBLISHER:** Midway **OUT:** USA only

There's no way it's going to come out here, so it can shove its cool little retro compilation, featuring the likes of *Mortal Kombat* and *NARC*, up its arse. No, we're not bitter.



**PUBLISHER:** Sega **OUT:** TBC

Hmm, weird. You design up a creature, then subject it to the humiliation of strange sporting events like *Running Fast Into A Wall* and *Long Jumping Into The Sea*. Hmm.



**PUBLISHER:** EA **OUT:** TBC

Change the courses to the way you want them in *Tiger Proofing* and build your own 18 holes to get legends to play, from Palmer to Seve. All the time you can watch the weather change, too.





■ Yes, that IS a pinball, but stick with it – it'll all make perfect sense



■ See? It's even worse losing a ball with a thousand troops watching

# Odama

FORMAT: GameCube PUBLISHER: Nintendo PLAYERS: 1 OUT: TBC

It was a show of massive surprises from Nintendo this year. Two new *Zeldas*, a massive DS line-up, a new *Metroid Prime* and *Donkey Kong Jungle Beat*. So much so, that a war sim crossed with a pinball game failed to register on a maxed-out shock meter.

But hold on. A pinball game with loads of little soldiers running about?! WHAT THE HELL IS THIS?!

It works like this. There's a war raging on a battlefield intersected by a river. There's some kind of feudal warlord guy hopping about on the cliff at the top. He's the guy you have to smack down with the massive stone ball – that's the Odama by the way. You smash the Odama around the battlefield with the flippers, hopefully not crushing legions of your own men as they plunge headlong into battle.

As well as being a ferociously



destructive weapon, the Odama can also assimilate enemy soldiers into your team. Supercharge the ball with a flick of a shoulder button and every rival trooper it crushes gets magically transported into your troop reserve. You can send new soldiers out from your reserve and direct them with the 3D Stick.

Hitting the sluice gate at the top of the river closes it off and your men cross over on the newly formed dry land. You can then send your ladder regiment out (defending them as they



creep up the map towards the cliffs) to deploy a ramp that lets you attack Mr Feudal Warlord guy. A lot to think about, even before you consider the cavalries charging at your flippers and the archers raining down arrows from the high ground at the top of the screen.

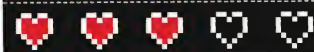
Here at *NOM*, we're forever complaining that pinball and pool games don't make enough of their virtual status. Well here's one that does, splicing grand-scale war strategy into the ball and flipper madness.



Developer Vivarium previously made *Seaman* for Dreamcast: a game where you talk to a half man, half fish creature through a microphone. Thank God for nutters, eh?

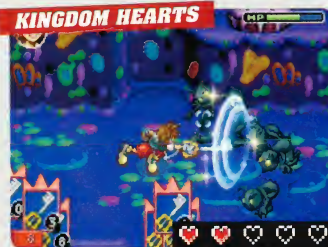
## NOM SAYS...

The pinball RTS. They could have offered us a million quid to guess which genres they were fusing in a new game called *Odama*. We're intrigued, but it makes our brains hurt.



PUBLISHER: EA OUT: TBC

"There aren't enough gangstas playing *The Sims*" thought EA. So here's its urbanised version. It's 116% more hip-hop than the previous version, mostly played by girls.



PUBLISHER: Nintendo OUT: Dec

Disney and *Final Fantasy* collide in this smart little RPG. Where else can a man with massive spiky hair call on the help of b-list cartoon stars like Pinocchio and Chip n' Dale? Um... nowhere.



PUBLISHER: EA OUT: Autumn

Learn three martial arts from karate and kung fu to shaolin and kick-boxing. Drip with bling when creating your own fighter and take on the mighty Snoop or Lil' Kim.



PUBLISHER: Konami OUT: Oct

*TMNT2* on GBA will have 60 levels of side-scrolling, ninja-slapping action and it seems Konami's counting skills have improved – four-player link-up is in, as it always should've been.



# Donkey Konga

**FORMAT:** GameCube **PUBLISHER:** Nintendo **PLAYERS:** 1-4 **OUT:** Oct 15th

**S**tepping up to the bongos we knew what the deal was, we didn't need a fit model to tell us that you had to clap above the drums. The look on her face when we said you could just tap the sides instead was classic. Don't worry love, we'll play the games, you stand there and look pretty while Jackson drools all over you.

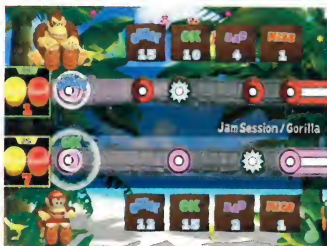
The most notable change to the English version of *Donkey Konga* is the track list. There's no more Galaxy Express 999 in the US version, instead they've got stuff like *Dancing in the Street*, *The Locomotion* and *We Will Rock You*. The DK Rap, *Mario Bros.* main theme and *The Legend of Zelda* title track are in there, too.

As you'd expect the controls



■ Slap away for a happy chimp

We reckon you'll get more out of this in four-player, but at E3 we couldn't yell at the guy next to us for mucking up his beats. We didn't know him and didn't want to scare him. Give us the games room and four frantic bongo-beating members of the *NOM* crew and this could be one stellar game. By that point we'll know what's in the final UK track list. It's only a summer away...



■ Just like the Japanese version...



■ ... but with words you can read!

remain the same – left, right, together and clap/tap. Depending on your timing you'll be awarded with a Good, OK, Bad or Miss. Too many Misses and you might as well give up, cloth ears.

Since we gave this a first tap test back in *NOM* #137 our bongos have been gathering dust on top of our games room cupboard.

## NOM SAYS...

With more recognisable tracks it works a lot better and four-player could be funnier than *Wario Ware*. Plus the bongos have *Jungle Beat* to keep them busy, too.



# DK: King of Swing

**FORMAT:** GBA **PUBLISHER:** Nintendo **PLAYERS:** 1-4 **OUT:** 2005

**T**his plays like nothing before. It feels strange at first. Hold both shoulder buttons and DK will charge up and leap when you release them.

In the air you operate DK's left and right hands using their respective shoulder buttons to grab onto wall pegs. Grab a peg with one hand and he'll spin around that peg. Let go at the right moment then grab another with his other hand to swing upwards. Grab with both hands and you can charge a leap to a higher platform. This doubles as your Charge Attack to take out enemies. It took us a couple of minutes to get the hang of it.

The originality blew us away. A wall blocked our path: we had to grab a rock in one hand and



■ Swing from the pegs and lob the rocks around. Looks easy, but isn't



swing from a peg with the other to smash it down. Then there were explosive pegs (we swung past those), pegs that only appear when you grab a peg next to them and others that shifted position. It's too cool.

There's a four-player race mode where the first Kong to swing to the top wins. It looks amazing.

## NOM SAYS...

This was one of the most innovative games at E3. Sadly it's a long way off.



## MADDEN NFL 2005



**PUBLISHER:** EA **OUT:** Autumn

EA loves Create-A-New-Idea and this time it means the fans will be shown in the cut-scenes. The defensive side of the game has been improved and news reports will affect your team's morale.

## STARCRRAFT GHOST



**PUBLISHER:** Vivendi **OUT:** Autumn

Nova's the fittest leading lady since Vanessa Schneider and using her skills, such as cloaking devices and bullet-time speed, this sticks close to the origins of the *Starcraft* gaming universe.

## VIRTUA QUEST



**PUBLISHER:** Sega **OUT:** TBC

Good news: it's okay. It's basically a scrolling action game, with the likes of Akira from *Virtua Fighter* teaching you how to kick ass. We smashed up a bar and liked it.

## RIBBIT KING



**PUBLISHER:** Atari **OUT:** TBC

Golf with a frog as a ball on a planet called Hippitron. Frolf is the sport. Hit the frog and he'll leap and skip about the course and hopefully end up in the hole. Bizarre. Very bizarre indeed.



# Second Sight

**FORMAT:** GameCube **PUBLISHER:** Codemasters **PLAYERS:** 1 **OUT:** Autumn

**S**ix months is a long time. We've had *Final Fantasy*, *Twin Snakes* and *Pokémon Colosseum* in that time, so how would you feel if you'd just woken up from a six-month coma in an asylum, unable to remember anything. You'd certainly not want to sit next to Mr Loony and Crazy Boy to have a chat, you'd want to get the hell out of there. And that's what you've gotta do in *Second Sight*.

Playing as John Vattic the game will cut between the

present (as psychic prisoner wanting answers) to a past John you'll learn about on computers and in files. What's cool about this game is that your actions in the past will help John clear obstacles in the future. Keep your team alive back then and it will have a knock-on effect as you try and piece your shattered memory back together.

Alongside the likes of *Geist*, *Second Sight* was one of the most original story lines on show at E3 and the fact that you learn about your secret mission to uncover psychic Siberian experiments is revealed as you go along makes an interesting concept.

The first level we played saw us controlling John's telekinetic powers from the start. Guards and monitors can all be picked up with the C-Stick and moved through the air, while the 3D Stick allowed



■ Brotherly love: use your conjoined twin as a handy human shield

us to move freely at the same time. The more pressure on the C-Stick the greater the movement, too.

As a result we could dump guards out of the way or stack up monitors to provide us with sufficient cover until we managed to guide a pistol into John's hand using his brain power. One especially cool moment saw us using an ad display as cover from incoming enemy fire. A very cool moment indeed.

We also called upon a Charm move to alter the minds of the goons. Using this PSI power we were able to fool them into thinking we weren't around so we could creep up on enemies and punish them from close range. Too much noise alerted the guards to our whereabouts so we had to steer clear of any furniture at all times.

Shooting the enemy seemed

to be a lot trickier. By guiding the gun sight into the lock-on target we could perform more accurate shooting, but we found ourselves pinned down far too often, biting the bullet just because we couldn't home in fast enough. The sniper sight also caused a few headaches at first as it appeared to the right of John instead of the first-person view that's become standard.

We certainly loved the gritty story, we just hope there's more to it than that. With the makers of *GoldenEye 007* at the helm, you can't write this off just yet.

## NOM SAYS...

We definitely want to see more of this. Let's just hope there's more to it than a neat story aimed at Nintendo's older fans.



■ This reality is clearly broken



■ Personal hygiene is important, but this is no time for a shower



**PUBLISHER:** Activision **OUT:** Winter

A big surprise. It's basically a four-character action RPG. You select your team and hack through using special skills to solve puzzles. Multiplayer modes too. More soon.



**PUBLISHER:** EA **OUT:** July 30th

Ms Berry doesn't kill. Instead you prowl up to your victim, give 'em a kick and dump their bodies somewhere. Wall climbing and swinging just make it feel like a poor man's *Prince of Persia*.



**PUBLISHER:** Activision **OUT:** June 18th

Shrek is ugly, but his games usually look sweet. You can take control of any of Shrek's ten friends, some of them from the new film. A decent platformer to tie-in with the new movie.



**PUBLISHER:** Konami **OUT:** TBC

Are you the sort of person with room for another manga-derived RPG in your life? *Shaman King* looks tidy enough, but we've never seen the comics. So what would we know?





Let's face it, *X8* and *XIX* were rubbish. Nothing has touched the heights set by *No Mercy* and that was when it was called *WWF*. We need a cracking wrestling sim on GameCube and the signs are good for *Day of Reckoning*.

Stepping up to GameCube ringside at E3 we could certainly see the changes. First up, there are over 40 wrestlers – John Cena, Kane, Booker T, they're all here. Plus there are the women who try and rip each other's clothes off in the Bra and Panties mode. But this doesn't flash the flesh like the dire *BMX XXX*, this sports

sim is a whole different beast and loads more fun to play.

An all-new Story mode now pits you in the lower leagues of wrestling and you've got to earn the right to fight in the *WWE*. Only the best will reach the top of the heap, apparently.

They've even increased the polygon rate too, so the characters look more like the real deal than the action figure profiles of *XIX*. Hair, skin tone, even sweat were all evident on the wrestlers and each adds to the realism. There's plenty of blood thrown in for good measure, too.

Playing the game we watched as our Chris Benoit took a beating from Triple H. Every bit of limb damage showed up on a wrestler outline near the health meter and with every successful move our adrenaline started to increase. This meter will rise from blue to red depending on how well you fight, but if you're taking a hammering you'll be open to submission if you don't get your butt off the canvas. Get the crowd on your side and you'll be on your way to some *WWE* glory in no time.

Yukes, the developer, is certainly pulling out all the stops

to make sure this is third time lucky on GameCube. They've even gone so far as to add another level to your weapons.

Now some of the weaker items will smash into pieces when used and if weapons like tables break you can pick up the scattered pieces and carry on beating up your rival.

With controls that are easy to use, where this game will really shine is in Story mode and multiplayer. We can't wait to step into the ring and see if this is going to rule. For now, it looks as though it's learned a few lessons from the last two fight fests.

# WWE: Day of Reckoning

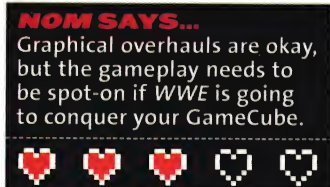
FORMAT: GameCube PUBLISHER: THQ PLAYERS: 1-4 OUT: September



■ It's not natural really, is it?



■ "Yeah, THAT's the time, bitch!"



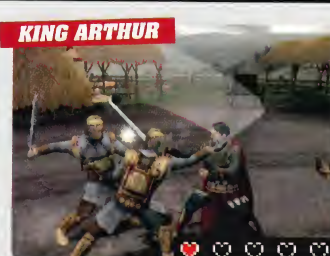
PUBLISHER: Capcom OUT: TBC

We love the old *Mega Man* games. Particularly *Mega Man 2*. The levels are awesome, so we're really looking forward to this. Ten *Mega Man* games on one disc. A UK release looks shaky.



PUBLISHER: THQ OUT: November

The demo allowed us to stomp around as Mr Incredible with his super strength, or his wife with her elasticated limbs, pounding enemies and... well, not much more. Yes, we were bored.



PUBLISHER: Konami OUT: Autumn

This is one of those typical hack-'em-up jobs, like the *LOTR* games but not as good. We ran through a forest, chopping some baddies, got bored, then went for another go on *DK Jungle Beat*.



PUBLISHER: Zoo OUT: TBC

Apart from a few screenshots, Zoo Digital hasn't released any info about its mini samurai's handheld quest. By the looks of it, he'll be whizzing along 3D *F-Zero*-style tracks. Cool.





■ Yes! We love it when huge words like 'DAMAGE' flash up on screen



■ The boney guy with the scythe isn't with you. He looks like trouble

# Tales of Symphonia

**FORMAT:** GameCube **PUBLISHER:** Nintendo/Namco **PLAYERS:** 1 **OUT:** Winter

**W**e begged. We pleaded. It worked. The *Tales* games are hugely popular in Japan, yet none of them have ever made it to the UK. But this year, Namco's latest entry in its fan-favourite RPG series, *Tales of Symphonia*, will indeed be swimming across the pond. Grab your oversized sword, gel up your hair into massive six-inch spikes and get ready for an anime-inspired RPG that's only on GameCube.

Forget about menu-driven battling and turn-based strategy – *Symphonia*'s battles are action-packed excitement. Control spiky-haired hero Lloyd, or whatever character you choose – run them towards the nearest enemy and start chaining together combos.

Map your special attacks to the buttons and deal extra damage with fast fingers. The rest of your party will get your back, either automatically or



■ A seaside outing, killing turtles

through your commands while the battle is paused.

Namco's team has been working hard on getting *Symphonia* ready for a Western audience. You'll notice the first major change immediately after starting – the music during the opening animation is all-new (no more Japanese vocals). And the seven hours of voice-overs have been re-recorded in English using Hollywood talent; you might remember Jennifer Hale (who plays the sexy, smart-mouthed warrior Sheena) as



■ Some kind of disco, maybe?

Dr. Naomi Hunter in *Metal Gear Solid: The Twin Snakes* or the sultry Alexandra Roivas in *Eternal Darkness*.

From what we heard, the quality of the voice acting isn't quite up to the level of those games. But *Tales* relies on slapstick comedy, not life-and-death drama, so hopefully it won't really be an issue. At any rate, with 80 hours of gameplay, wild and wacky mini-games, branching plots and lots of entertaining story lines, *Tales of Symphonia* will give you serious



■ Hit them until dead. Take cash

value for your money. Look for it around Christmas time and praise Santa Claus that we're not getting left out of the RPG fun this time around. Now we just need to convince them about *Baten Kaitos*...

## NOM SAYS...

By no means the star of the show, but GameCube can always use another quality RPG. One to watch.



**PUBLISHER:** Capcom **OUT:** 2005

Mega Man in another *Battle Network*-style cel-shaded RPG. The battles are turn-based, with button-bashing challenges to power-up the special moves. But who liked *Battle Network*?



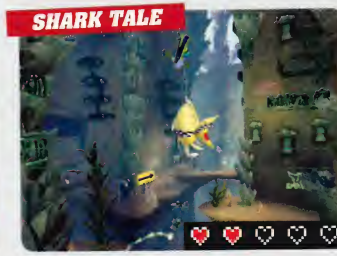
**PUBLISHER:** Activision **OUT:** Nov

Activision was only showing short clips of this game, but it bares a resemblance to *Prisoner of Azkaban*. You play as the three orphans in a 3D platform adventure based on the film.



**PUBLISHER:** Namco **OUT:** TBC

He's not trapped in a maze, or scared of ghosts – he's sprouted legs in the past few years and moved to GBA in a 3D-style platformer. Hopefully it'll improve on his 'Cube effort.



**PUBLISHER:** Activision **OUT:** Oct

*Shark Tale* mixes many types of gameplay in one game. We played a rhythm-action level on a dance mat, racing, a chase level and more. Gameplay is solid and the graphics are cool.



# Mario Party Advance

**FORMAT:** GBA **PUBLISHER:** Nintendo **PLAYERS:** 1-2 **OUT:** Winter

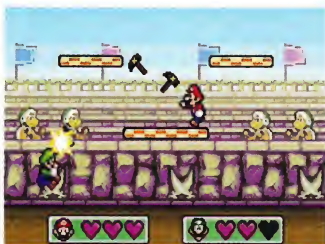
**W**e're not sure what sort of a message this is sending out to the kids. Certain games encourage you to shoot stuff up. Questionable, but not really a big problem unless little Johnny finds an Uzi 9mm in the cutlery drawer. The E3 *Mario Party Advance* demo was all about cracking Koopa heads

with a hammer, though. Driving nails into wood was never implied.

Presumably the other 59 mini-games will show a greater degree of social responsibility. Forget that though, ALL KOOPAS MUST DIE. We smashed those boys around for a little while and then something weird happened.



■ Avoid dying in a derelict house



■ Throw hammers at sibling



■ Stab innocent bubbles to death



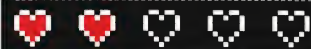
■ Drive shoe/car around map

We triggered a new 'game'. It's a close up of the bottom half of a man's face. He has a moustache. Pressing **A** makes his mouth open. The end.

As you're scratching your head, consider these facts. Sixty mini-games are going to keep you occupied for a long, long time. The focus of the game is single player, but you can also get a mate involved. And we'd be truly staggered if this wasn't facilitated by the Wireless Adapter.

## NOM SAYS...

This could be as cool as hell, but there wasn't enough shown for us to be sure.



# Ty the Tasmanian Tiger 2

**FORMAT:** GameCube **PUBLISHER:** Electronic Arts **PLAYERS:** 1-4 **OUT:** TBC

**B**elieve it or not, there was a *Ty the Tasmanian Tiger 1*. It was just so amazingly bland as to be virtually invisible to the naked eye. You needed a special sonar to pick it up. Our expectations for this were so low Satan kept tripping over them. Which makes *Ty 2* the real surprise of this year's show, since it's actually pretty damn ace.

It kicks off *Jet Force Gemini*-style, with a grand-scale war raging and laser fire crashing all around. The koalas versus the lizards. Ty climbs inside a big robosuit and starts smashing up cars and chucking rockets everywhere. It's manic as hell. Then it's into

a giant gun turret, to fire missiles at giant B-movie-style robots and UFOs. It's very colourful and stupidly hectic. Contrast that with *Ty 1*, which involved jumping around in fields. And not much more.

Just when we thought we'd seen it all, along came Hearty Beach Races, which is a racing section that seriously isn't far behind *Mario Kart Double Dash!!* in the fun stakes. A star is well and truly born.

## NOM SAYS...

Absolutely unexpectedly great. We'll be keeping an eye on this from now on.



■ Use your boomerang to re-arrange the faces of nasty frog monsters

## RIVER CITY RANSOM EX



**PUBLISHER:** Atlus **OUT:** TBC

The American journos were wiggling out over this, but Europe never caught the NES *River City* bug. Maybe this will convert us: scrolling beat-'em-up fun with story and RPG bits.

## METAL SLUG ADVANCE



**PUBLISHER:** SNK **OUT:** TBC

SNK's trademark shooter appeared in a pretty but jittery early build. It's got its best team, Noise Factory, on the case, but at the moment those boys are busy with *King of Fighters*. Bah!

## FUTURE TACTICS



**PUBLISHER:** Jowood **OUT:** Aug 27th

*Future Tactics* has a cool turn-based battle system, allowing you to move and fight freely in large 3D worlds (how we'd have visualised a 3D *Advance Wars* game). Two-player could rule.

## TRON 2.0: KILLER APP



**PUBLISHER:** Buena Vista **OUT:** Sept

The Worst Game of the Show™. An isometric space adventure where you chuck discs and leap across platforms. You can ride light cycles, but by that point we'd given up and moved on.



# NOM'S 3 AWARDS

E3 2004 has to be the best E3 yet. We buzzed around the floor like over-

excited children in a Toys-"R"-Us store. But, what was the best of all the great games we saw?

## OUR TOP-TEN GAMES OF THE SHOW... AS VOTED FOR BY US



>> **THE LEGEND OF ZELDA**



>> **METROID PRIME 2: ECHOES**



>> **PAPER MARIO 2**



>> **RESIDENT EVIL 4**



>> **LEGEND OF ZELDA: THE MINISH CAP**



>> **WARIO WARE, INC. (DS)**



>> **DONKEY KONG JUNGLE BEAT**



>> **DONKEY KONG KING OF SWING**



>> **VIEWTIFUL JOE 2**



>> **METROID PRIME: HUNTERS**

### MIKE'S TOP FIVE

- 1. The Legend of Zelda (GC), p10**  
The 50-second long trailer was the most breathtaking 50 seconds of my life. Ever.
- 2. Metroid Prime 2: Echoes (GC) p44**  
Metroid Prime is my favourite GameCube game so far. Its sequel looks and sounds too awesome to be true.
- 3. Super Mario 64x4 (DS) p14**  
Super Mario 64 is the best ever. E.V.E.R. If this turns out half as good, it'll be stunning.
- 4. Zelda: The Minish Cap (GBA) p55**  
Another 2D Zelda adventure. C'mon, surely nothing more needs to be said.
- 5. Wario Ware, Inc. (DS) p14**  
I will play every day from now 'til the DS release that this and Mario 64x4 are launch games. I need them like I need chicken.

### TIM'S TOP FIVE

- 1. The Legend of Zelda (GC) p10**  
I knew it was Zelda before Jackson and my bowels gave way. This could be the greatest.
- 2. Paper Mario 2 (GC) p46**  
It's got more colour than a bag of Skittles and it's packed with in-jokes Nintendo fans will love. I NEED THIS!
- 3. Wario Ware, Inc. (DS) p14**  
Scratching Wario's back with the DS stylus was mint, then I had to chop up flying vegetables. Love the DS, love this.
- 4. Pokémon Fire Red and Leaf Green p57**  
Will my Articuno fight any better on GBA? Reliving the original is going to rock.
- 5. Viewtiful Joe 2 (GC) p52**  
Gimme Joe instead of Sylvia and loads more of those Viewtifuls. Have my Slow punch!

### DEAN'S TOP FIVE

- 1. Zelda: The Minish Cap (GBA) p55**  
How about I choose the Zelda game you could actually PLAY, boys? Plus I was the Gnat Hat's biggest fan.
- 2. Wario Ware, Inc. (DS) p14**  
Absolutely perfect, it seemed like the whole concept was imagined with the DS in mind.
- 3. Donkey Kong Jungle Beat (GC) p53**  
I'm all about the new old-skool platform games. Even if I do have to play them with a drum and clap my hands red raw.
- 4. Pac-Pix (DS) p14**  
Unique, off the wall and completely shows how DS will change the way you play.
- 5. Resident Evil 4 (GC) p50**  
I HATE Resi games, but this was a revelation to me. It's genuinely horrific.





No one likes a Show off darling

PEOPLE  
GAME PLAYED BY VERY SERIOUS

It's not a sandpit it's a bunker

The secret to a great swing is a great trouser.

Nintendo

DANDY FOP

bet you a fiver she misses.

OUT  
18 JUNE  
2004

THWACK!

Wrong  
Wrong  
Wrong

I whip her every time at Mario Golf.

You wish.

# MARIO GOLF

## Toadstool Tour

NINTENDO  
GAMECUBE.

12  
Characters

10  
Play modes

6  
Courses

NICE SWEET KILT MATE

Hello gorgeous

GET OFF she's mine

Nintendo®



# NOM'S

The parts of the show



# DIARY

you don't usually see

## Saturday May 8th

The adventure began a little too early for Dean, it seems. Mike and Tim waited impatiently for a bleary-eyed Dean to turn up at Paddington Station over half an hour late. Nice one, Dean.

A few hours later and *NOM* are finally on the plane, winging their way to LA. Tim isn't a fan of flying. He was sweating rivers from his palms, clinging on for dear life while Mike and Dean laughed at him hysterically, the big wuss. In-flight entertainment was wireless *Mario Golf*. Tim was ruining Dean at it, but the connection was soon broken when Tim tried to play from the bogs. Eleven hours after take off and we touched down in L.A...



◀ Dean feels like a gangsta after screaming at a bus driver who demanded he put his huge suitcase in a small rack. He can 'rack' off!

▶ The morning view over Beverly Hills is a misty one



◀ Ergh! They drive on the right; something Tim found out after nearly killing us in the hire car

## Sunday May 9th

It's play time. First stop was Santa Monica.

After grabbing a bite to eat, the lads padded around Tim's Muscle Beach, and checked out Dean's upper-class food outlet.

▶ Quality meals for meat-eating bloaters



◀ Superman Tim. Seconds later wind blew him over

▼ Someone keyed our ride. That's friendly



## Monday May 10th

The first day of *ACTUAL* work for the *NOM* lads. Tim motors downtown to Capcom's Producer Day.

After gawping at *Killer 7*, *Resident Evil 4* and *Viewtiful Joe 2*, Tim went back to meet Mike and Dean, who'd strolled to the nearby Johnny Rockets to chomp away at some ultra-hefty burgers. They spent their free afternoon searching for games shops, before infiltrating the Xbox conference to laugh at Bill Gates. He didn't show.



▲ Check out downtown LA dudes. Trees and smog. Nice.

▶ Mike takes a crap on his star. Nutter





## Tuesday May 11th

The day to rule all days. The **NOM** boys spring out of bed, pumped-up on adrenaline. It was time for the Nintendo Conference. Yes!

The Reginator made his name as he presents a show no-one in that room will ever forget. Grown men jumped for joy on first glimpse of the DS and wept at the unveiling of *Zelda*. What a day.



▲ That's Reginator's DS. He plays it on the Tube

◀ "OH. MY. GOD. A DS! AAAHHHHHHHHHH!" - Mike's reaction when this appeared



► Shigsy stomps on stage with a Link sword and shield. What a dude



## Wednesday May 12th

This was the first day of the E3 show and the start of the real hard graft.

The doors swung open and the **NOM** boys barged their way in to be the first at the Nintendo stand. Being VIPs, the lads were escorted into a backstage room where they toyed around with all the DS games. Dean and Mike's skills set high scores on all of them.



◀ If this was a real GBA, Mike wouldn't have looked like such a fool

► The Big N's massive stand kicked ass. Soz, Sony. Soz



◀ Gorged on sugary Nintendo goodness, the boys left happy that day

## Thursday May 13th



▲ Dean suspects Kingsley may have secretly snuck in

Mike, Tim and Dean had gone for a night on the lash with our old **NOM** Dep. Ed, Rich Marsh.

They realised that it wasn't such a good idea when they woke up light-headed, with an interview with Mr Miyamoto at 9.30am. That's where they were surprised with the extended *Zelda* trailer and got their cool Ninty stuff signed by the lord himself. YES!



▲ Mike and Dean have this photo in A1 size on their living room walls

◀ Yes, there really were this many lights and bright colours

## Friday May 14th

The end was near and only a few hours remained to get all the work done before having to catch the plane home.

But that didn't stop Mike finding the time to get chatting with some of the beauties on the Nintendo stand, while Dean took one last trip back to the Ziff Davis stand to get a final look at their blonde stunner. It took ten Nintendo staff to prise Tim's hands off the gorgeous curved body of the DS.

Johnny Rockets: The meal of kings. Dean had chomped his burger before we could even turn on the camera









**S**higeru Miyamoto doesn't give many interviews these days, but we caught up with him just two days after the triumphant *Zelda* unveiling at the Nintendo conference. And we were bursting with questions after a day spent playing the Nintendo DS. But all of that went out of the window when Mr Miyamoto gave us a surprise at the start of the interview. We were shown a top-secret *Legend of Zelda* trailer that ran for more than double the time of the official trailer shown to the world. We saw amazing new things in the *Zelda* universe. The questions about Link could now wait for another time.

It was announced at E3 that Mr Miyamoto's role within Nintendo had changed, now focusing solely on internal games development rather than having to liaise with third parties. So we had to ask, didn't we? About the game that WASN'T shown at E3. If you don't want to be asked about Mario games, you don't proudly wear a Mario T-shirt do you? So we dived straight in...

**Nintendo Official Magazine: Nintendo is having an amazing show and the new *Zelda* game looks incredible, but does a new Mario game exist on GameCube?**

**Shigeru Miyamoto:** As you will see on the show floor, we have got *Super Mario 64* running on the DS, we are also working on another Mario game for the DS.

We also have *Paper Mario 2* here at E3 as well and we did *Mario & Luigi Superstar Saga* on Game Boy Advance, so from my perspective there are a lot of Mario games out there right now. So for now we have taken a little break from *Mario 128*, but we are actually working on different experiments relating to it.

We are looking at whether or not we

should be doing it on GameCube or maybe on a future hardware system or if we should be moving over to the DS, so we are looking at different experiments and still trying to make solid decisions on that.

**NOM: Is there going to be an all-new *Super Mario World*-style game for GBA? You've remade them all, so it must be time for a new one!**

**SM:** We do not have anything specifically planned at this point, but looking at the opportunities on that system and what we can do I think there are still definitely possibilities for that and we are looking at different ideas. I hope people will look forward to the possibility of that happening.

**NOM: Mr Iwata talked before E3 about a new peripheral for GameCube that would extend the life of the console, but there has been nothing shown at this year's show. Why not?**

**SM:** Ah! We ended up not showing that at the show this year. E3 is really a show that is focused primarily on our business in the coming year, specifically in Western markets and, for that reason, we didn't show it. However, I think we will be releasing information about it some time in the near future.

**NOM: Nintendo has been recycling old games a lot on the GBA, from the *Super Nintendo* and even the original *Famicom*.**

“Ah, yes.  
**Mario 128...**”

Well we had to ask, didn't we? **NOM UK** sits down with the undisputed king of video games, Shigeru Miyamoto

Interview by Dean Scott





**Why is this? A lot of your hardcore fans will already own these games.**

**SM:** There are actually several factors in the release of a lot of those games. Number one, we have monitored the games industry in Japan. In particular there is a very large audience who were once gamers, but who no longer play games. They used to like games very much, but have since stopped playing.

Taking this into account – and the fact that yesterday I was wearing a T-shirt marking the 20th anniversary of the release of the Famicom in Japan – we thought the timing was right to go back and release some of those popular Famicom games and target them at people who grew up playing those games, but have since stopped playing them. We want to try and bring them back into the gaming fold.

In addition to that, we are at a point where we are looking at games from ten years ago – the 2D-style games from the Super NES – and a lot of people still think they are very fun. But in the last ten years a number of people have not had an opportunity to go back and play those games – new gamers and the like – so we want to give them that opportunity.

Of course it wouldn't be that good if people came back and said "Hey that was more fun than some of the games I play

nowadays". So, particularly with the Famicom Mini games, it was really more of a special event commemorating the 20th anniversary. If you look at Japan we released the first series of the Famicom Mini games and these are no longer being shipped. Once these sell out they are gone and they are not going to be re-released. We are moving on to the second series, so it's more a limited-time event, instead of just releasing them all at once.

**NOM: There has not been a sequel to Super Punch-Out since the Super NES days. Is that something you would look at bringing back now you have got the more tactile input system of the Nintendo DS?**

**SM:** <Even before the translator relays this to Mr. Miyamoto, a massive smile breaks out on his face. There is laughter all around the table> We have a lot of ideas of how we can take advantage of the new input system, we are thinking of a lot of different things.

**NOM: How do you manage to stay in touch with what younger gamers will find fun to play?**

**SM:** Obviously I cannot always relate to everything the hip-hop loving kids are into <laughs>, but when it comes down to it what is fun and what feels good to people is really a base feeling and it's common

across all ages. So in that sense if it feels good to me, it will feel good to other people, too. We are always bringing in new employees to Nintendo and, as a manager, I am always working with the new employees as they arrive. We hire young people right out of college and that sort of thing, so I feel very lucky to be able to interact with them and they can help keep me in touch with what younger people are looking for in their games.

**NOM: With the functionality of the DS as it is, do you foresee a time when there will be no distinction between handheld and home consoles; a time when it will just be the same single unit?**

**SM:** We are calling the DS a third pillar because in our minds it is not a question of "is it a home system or a handheld system?" Really it's about changing the very style of gaming.

In that sense it's something that is new and different. An example of this would be the Tamagotchi, which for a period of time was very popular – actually more popular than the Game Boy for a brief time.

Part of the reason was that Tamagotchi was a game that ran 24 hours a day in your pocket and the Game Boy would not run unless you turned it on. It was a totally different style of play than the Game Boy and that caught people's attention.







# **MARIO 128 MAY BE ON GAMECUBE, DS OR SOME FUTURE HARDWARE.**

I am looking at the DS and the new input styles and it is a very different style from what we have seen from the home systems and the handheld systems up to now. I think it is very important for the gaming industry because if all we do is continue to create hardware consoles and push the technology further, while continuing to do the same as our competitors, we are just going to end up shrinking the market to a hardcore base. That is why it's important for us to branch out, innovate and introduce new styles.

**NOM:** What a lot of people are saying about the DS is that, while the style of the control is very innovative, it might feel clunky when you are holding the machine in your hand.

That's especially the case with *Metroid Prime: Hunters*. What is the status of the

design of the DS right now and can we expect it to be changed in any way before it launches?

**SM:** I think one thing that people want to take into consideration at the show is that the DS they are playing is mounted. I think that maybe once you get the DS off the stand and have it in your hands you'll be able to play it more freely. It's also a different feel with the controller.

Beyond that, using the controller and the touch panel, there are a lot of possibilities for more simplified control and the controller feels very different from anything people would have seen in games so far. In that sense, I'm looking forward to those possibilities.

As for *Metroid Prime: Hunters* specifically, when we release that game we'll also make sure we include an option for a more standard control system,

separate from the touch control.

If you look at our new *Mario 64x4* game, it's a title where you can play with the standard control scheme and you can also just reach over with your thumb and use the touch panel to take advantage of that control style in that game. I think there are a lot of possibilities and it really depends on the type of game that we would release.

**NOM:** If you touch the screen with your finger, won't it get dirty really quickly?

**SM:** It will get a little dirty, yes. I've been playing with this and it seems to work well <Mr Miyamoto produces a cotton swab from his pocket and starts to jab at the air. Everyone bursts out laughing>.

**NOM:** Mr. Miyamoto, thank you very much for your time.







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# Reviews



» Mario Golf: Toadstool Tour » P.78



» Shining Force » P.96



» CT Special Forces 3 » P.102



» Rainbow Six 3 » P.92



» Sonic Advance 3 » P.84



» Harry Potter » P.90

## MEET THE TEAM

They do the bits that aren't screenshots



### TIM STREET

I destroyed Dean at Mario Golf on the flight to LA. Then he kicked my ass at Tetris and didn't shut up about it.



### MIKE JACKSON

Next time I'm at E3 seeing a new Nintendo console, I'll try not to get thrown out. Won't I Dean?



### DEAN SCOTT

Called Miyamoto an old man, got Jackson thrown out of the DS booth and (accidentally) blanked Frank Cifaldi. Well done.



### KINGSLEY SINGLETON

All month I cherished my Japanese Pikmin 2. Now it's ruined because some bloke called Shigsy wrote all over the box...

## SPECIAL THANKS TO...

### CHRIS KOHLER

Handy to have around at E3, as he could act as an interpreter between us and the Americans.

### FRANK CIFALDI

Drove to LA from Vegas Fear and Loathing-style. Found the NOM UK boys to be a bunch of ignorant assholes. Cheers!

### JOHN RICCIARDI

Nice guy John knew about the big Zelda announcement TWO DAYS before, but kept it quiet so as not to ruin the surprise.

## SCORES AND AWARDS

90+

85-89

80-84

70-79

60-69

50-59

40-49

30-39

0-29

A Nintendo classic

Exceptional in its class

Great fun, but not ground-breaking

Some nice ideas, but lacks Nintendo magic

Few classic moments, for die-hards only

Been there, seen it, played it. Yawn!

No ideas, no gameplay, no way

Not worth buying

Not worth stealing



**POISON**  
A real minger that might give you a bad disease just by touching it. Like Universal Studios.



**SUPERSTAR**  
We'll dish these out each issue to the best games, regardless of whether they're on GameCube or GBA.



# Mario Golf: Toadstool Tour

If the actual game of golf was exactly like this, right down to the Chain Chomps patrolling the sand traps, we'd be hitting the links every Saturday.

## Game info

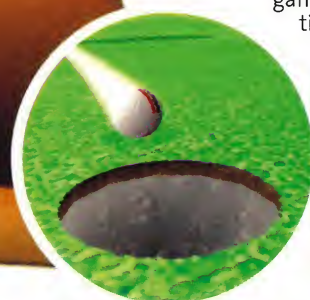
Price: £39.99  
Publisher: Nintendo  
Web: [www.nintendo.co.uk](http://www.nintendo.co.uk)  
Players: 1-4  
Memory: 13 blocks

**Out**  
June 18th

**>** Golf? To hell with golf. Like I really want to get up at the ass-crack of dawn on a Sunday – a Sunday! – put on a pink shirt and itchy pants and haul myself down to some cow pasture, only to knock around a tiny little ball with a thousand quid worth of clubs that all look exactly the same anyway.

Does that sound like you? Well, believe it or not, you might fall in love with *Mario Golf: Toadstool Tour*. Golf sims like *Tiger Woods* only appeal to the people who like the real thing to begin with. Even *Mario Golf* on the N64 had this problem – although there were a few quirky Mario touches here and there, the majority of the gameplay was a straight-out golf simulator. Sure, it was a solid one – but hardly the accessible, family-friendly game that a Mario title should be.

Well, forget all that. *Mario Golf: Toadstool Tour* does for golf what *Super Mario Kart* did for racing. Not only does it add in a catalogue of







absurd obstacles, lovable characters and gameplay modes, but it turns a former niche genre into a pick-up-and-play experience. Don't worry if you don't know if an eight-iron makes the ball go further than a nine-iron or the other way around. Don't worry if you don't know a slice from a hook. Don't even worry if you've never heard those words before.

And don't fret that you might not be able to play as Mario. You'd think this would

be a no-brainer, but *Mario Golf* for the N64 didn't let you, at least not at first. You had to play with Baby Mario or Peach, then unlock every other character. But forget that. Right off the bat, *MGTT* gives you Mario, Peach, Luigi, Yoshi, Koopa Troopa, Donkey Kong, Wario, Daisy, Birdo, Diddy Kong, Waluigi and Bowser. Later, you'll be able to unlock four more of Mario's pals and even import your very own



■ Luigi tries to hide himself from Bowser in the grass



■ Waluigi prepares to add his mug with a bit of golf ball sculpting

custom-built characters from *Mario Golf: Advance Tour* (see panel on p80).

Character differences aren't just cosmetic. Just as actual humans will tend to hit golf balls differently, every golfer differs in the flight path and trajectory that their balls will tend to take. What's more, each has their own stats for Impact, Control and Spin. Heavy hitters like Bowser are going to be able to whack the

ball further, but they're going to have a lot less control over where it ends up.

But wait – didn't you just say we wouldn't have to worry about all that? Indeed, if you're a beginner, just pick Mario or Peach, who hit reliably straightforward shots. Then, once you're able to adjust, pick characters who can hammer the ball for a little competitive edge. *MGTT* starts easy on you, but as the difficulty picks up, you'll need to experiment. ►



**“Whatever way you play it, *Toadstool Tour* is sweeter than a hole in one.”**



» Discover more complicated strategies and you'll take other players apart.

There are even two ways to swing at the ball – one for beginners and one for experts. And you don't have to switch between them in an options menu, because you select between Auto and



Manual on the fly. Press **A** once to start your swing. If you press **A** as the meter fills up, you'll hit an Auto shot in which you won't need to worry about timing too much. But if you press **B**, you'll be in Manual mode and will need to stop the cursor one final

time to get a good shot.

Hit **A** with perfect timing and you'll have a Nice Shot – a perfect drive right up the middle of the fairway. Tap **A** twice and you'll give the ball top-spin, tap **B** twice for back-spin. You can't do any of this with an Auto shot, but what you've got to worry about with Manual is that if you stop the meter too far off the mark you'll slap the ball right into a Chain Chomp's mouth.

You could stamp your feet at

this point and whine that Electronic Arts' golf game buried clicky swing bars as a relic with its analogue controls. You'd be right as well, because the swinging in the *Tiger Woods* games does feel pretty sweet. All we can say is that this power bar feels right for *Toadstool Tour*. But imagine how cool a Nintendo DS version could be, with you fuzzing the stylus across the screen for power drives and flicking at it gently for a chip.

## Hitting the Links

Get it? Links? Like, it 'links' to the GBA version, but a golf course is called 'the links'... argh!

As if you hadn't already figured it out, *Toadstool Tour* will connect up to the forthcoming *Mario Golf: Advance Tour* on the GBA. Yeah, we know you're a bit worn out on connectivity, but this is far from a cheap gimmick. In the GBA title's RPG mode (clearly based off the engine from Camelot's portable

RPG series *Golden Sun*), you build up a character from virtual duffer to tournament champ, then import that same character into the GameCube version, ready to out-drive all opponents. Here's one example of how you can beef up your spritely hero's swing:



Roam about the golf course and talk to other characters. Some will invite you to participate in challenges to beef up specific skills. Say 'yes' if you're up to the challenge.



Now it's time to golf! Slap a couple of nice shots like these and you're in the clear. And while we're looking, those are some pretty hot graphics for the ol' GBA, no?



The big payoff! You can distribute the points you get between both the androgynous boy and the girl-child. Once super-powerful, bring them to the 'Cube and kick ass.





But wait — we're getting ahead of ourselves. Before you can even tee off, you'll need to select what mode to play in. Sounds like a no-brainer, but *MGT* packs in more gameplay innovations than you'd think. How about a standard tournament, where you compete against every other character to unlock brand-new



courses? Or face off in match play against one of the Mario All-Stars to unlock a powered-up version of them? It gets better. Try Ring Shot, a series of one-hole challenges in which you must not only make par, but put the ball through a series of huge golden rings that float in the air along the way. Sometimes it's as simple



■ Driver. Off the tee. No wind. No pressure. "DON'T SCREW IT UP!"



■ Get help on the greens with a good, old-fashioned crazy grid thing



■ Match skills? We'll eat you for breakfast, Koopa!

as being accurate with some standard golf shots, but the more devious challenges require you to think a long way outside the box. You might have to hit a tiny island, or bounce the ball off the forehead of a giant Sphinx to send it flying through a ring hanging from its nose.

Then there's Coin Shoot. Massive gold coins hover in the air and sit on the ground; as you shoot for the green. ►





■ If the pirates nick your ball, you'll have to give them your ears as a necklace to get it back again



Just try and pick up as many of them as you can. Do you go for the birdie or try to pick up just a few more coins? And how about Club Slots,

where you spin a slot machine that determines at random the three clubs you'll get to use on that hole? Or Speed Golf in which you try to hole out as fast as possible? Or Birdie Challenge? Or Closest-To-Pin? Or Skins Match? Or... aaagh!

And that's just in the one-player mode – add anywhere from one to three buddies and watch *Toadstool Tour's* fun factor multiply. And even if you don't have four controllers, fear not – it's golf! Pass one Wavebird (or strange, primitive wired controller) around the room if you want. And whether your buddies want regular ol' courses or bizarre holes dotted with warp pipes, bottomless pits and huge mushrooms, *MGT*'s got you covered.



■ Luigi's still hacking round after everyone else has finished



■ "Mwa-ha-ha!" Wario, about to carve up the green and ruin the game for everyone



■ Mario steadies his nerve, despite unfamiliar surroundings

**SCORECARD**

Hole	1	2	3	4	5	6	7	8	9	Front
Par	4	4	3	4	5	4	3	4	5	36
Putts	3	0	2	0	0	0	2	1	0	33
Result	-1	0	-1	-1	-1	-1	-1	-1	-1	-8
Birdies	0	0	0	0	0	0	0	0	0	0

Hole	10	11	12	13	14	15	16	17	18	Back Total
Par	4	4	3	5	4	4	3	5	4	36
Putts	0	3	2	0	0	0	2	0	0	20
Result	-1	-1	-1	-1	-1	-1	-1	-1	-1	-10
Birdies	0	0	0	0	0	0	0	0	0	0

■ Not that amazing, but hey, it's got a little Yoshi on it...







Now maybe you're wondering how beginners using Auto Shot are going to match up to seasoned pros... well, trust us, it won't be easy. See the Lie Factor percentage meter in the bottom-right corner of the screens? That's the great leveller. Try and stay on the fairway or you're in trouble.

Of course, if your friends are still beating the hell out of you, try making nice and playing doubles. Whatever way you play it, *Toadstool Tour* is sweeter than a hole in one. **Chris Kohler**



■ Will it go in? Will it not go in? Well, until we print moving screenshots you'll never know. Naaaaaa!

**“Toadstool Tour packs in more gameplay innovations than you’d think possible.”**



■ Peach has a cheeky swing with Mazza's clubs. Oi! Back in the clubhouse, love!

## So, should you buy it?



### Yes if...

You'd play REAL golf if only there were huge gold coins hovering above the course.

### No if...

You think the sport should remain pure, unsullied by warp pipes and/or mushrooms.

### You'll love it if you like...

A little whimsy mixed in with your 18 holes; sort of a ten-million dollar mini-golf course.

## GRAPHICS

9

Very, very pretty, with heaps and heaps of brilliant character animation.

## SOUND

8

The remixes of classic Mario tunes that accompany certain moments are priceless.

## GAMEPLAY

9

More options and gameplay styles than you can shake a nine-iron at.

## LIFE SPAN

9

If you actually complete all of the modes and challenges we'll be amazed.

## VERDICT

> If you don't like this because it's not "realistic", get over yourself – it's not supposed to be and you're missing out on a huge amount of multiplayer fun and single-player addictiveness.



**BEST BIT:** Nailing a perfect shot that lands right in the middle of the fairway. **WORST BIT:** The wind blowing your shot into a Chain Chomp's mouth.

## SECOND OPINION

> Gimme fireball tee-offs, Mario World music and *Pikmin* in the rough. I love *Tiger Woods*, but give me the charm of Nintendo golf any day of the week. **Tim Street**

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

**"TEE FOR FOUR"**

**87%**

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■ Tails' evil plan: drop rabbit on spikes, steal ears for self

■ So that's what happens when you flush a hedgehog

■ Sonic gives Tails a good kicking for missing a Ring

■ Collect the Rings and make everyone happy

# Sonic Advance 3

Sonic's back. AGAIN. Shesh, that little blue dude's had more comebacks than an over-used cliché written on a boomerang...

## Game info

Price: £29.99  
Publisher: Sega  
Web: [www.sega.com](http://www.sega.com)  
Players: 1-2

Out

June 18th

There are too many ways to approach this game, just as there are too many philosophies that dictate what a Sonic game should be. How does it compare to the other two Advance titles? What has been adopted and what has been thrown away from *Sonic Heroes*? Is this latest adventure approaching the original Mega Drive games, or is it getting further from them? Does this bode well for the

future of the franchise, or is our favourite furry blue mascot doomed to an endless, repetitive Hell of less-than-stellar games? And most importantly, are those damned Chao things still around?

Yes, they are. Sorry. Like 'em or not, those horrific little balls of lovability still litter the zones. As for the rest of the questions, well, that's going to take some explaining, so take a seat.

The most important new gimmick here is teamwork, a concept first brought into the spotlight with *Sonic Heroes* on the Cube. It is impossible to play *Sonic Advance 3* with a solo character. Whether controlled by the computer or a friend,

your character is constantly stuck with a team-mate, for better or for worse.

The A.I. of your team-mates is reminiscent of *Sonic the Hedgehog 2* and *3* on the old Mega Drive where, if you chose to allow him to, Tails would follow Sonic around and prove himself entirely useless under any and every circumstance. He was hardly in the way, though, and watching the little idiot speed past you and slam into a wall of spikes provided a bit of

uplifting comic relief.

There is only one annoying quality to your team-mate's companionship and it's as present here as it was in the originals. Ever since the very first *Sonic*, striking Robotnik – pardon, Dr. Eggman – made him temporarily immune to attacks for a few brief seconds. Strike again and you go right through him. The problem with having a team-mate is that once in a while, usually when you're at a very crucial point





# The heart of the action

Getting from A to B couldn't be easier in *Sonic Advance 3*

■ One new feature of *Sonic Advance 3* is the interactive map that accompanies each of its seven Zones. Here a player may enter one of its three levels by finding an Act Ring, challenge Dr. Eggman in the Boss Room, play one of the two bonus games, or try to capture a coveted Chaos Emerald in the special stage.

There's also a standard hub, allowing access to other Zones, the ability to switch characters and gain access to the entirely useless Chao Garden. None of this makes even a smidgen of sense, of course. If you're looking to explore reality, we're sorry to inform you that video games aren't the hobby you need.



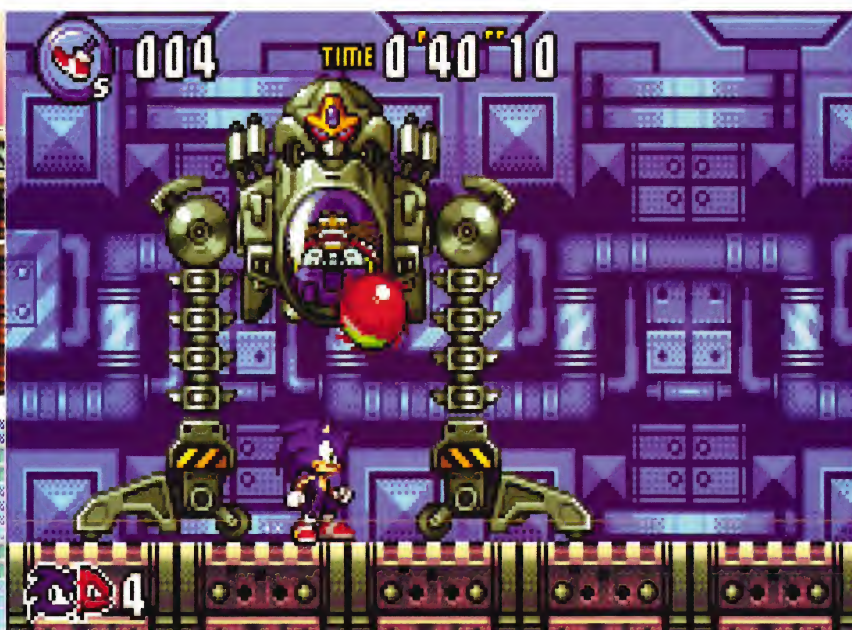
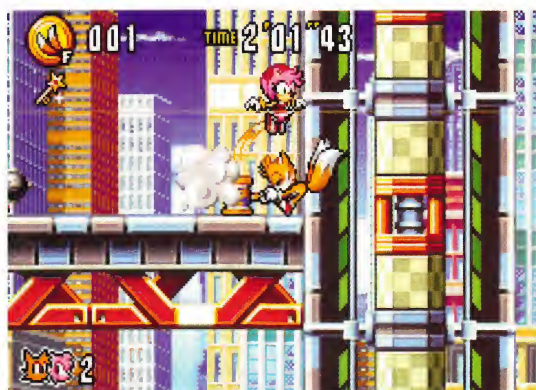
Helpful tips can be found all over the place



A teleporter to Bernard Matthews' house



Daytime TV game shows – always rubbish



**“Don't let nostalgia fog your brain. SA3 is a great game in its own right.”**

and on your very last life, your partner will strike right as you're about to. What this often means is that instead of landing a hit and bouncing away, you will pass over him and land in a pit of fire or a bed of spikes or somewhere else you just don't want to be.

In *Sonic Advance 3*, this minor setback is more than made up for with the addition of team-up moves. Hold down **R** and your partner – whether on-screen or not – will roll up into a ball and jump into your arms, a la

*Knuckles Chaotix* on the 32X. Simply let go to execute, with differing results depending on whether this is done on the ground or mid-air. Depending on your team's combination, these moves can be a projectile attack, an aerial manoeuvre, or a quick speed boost.

Don't like that? Not a problem. Though difficult, to say the least, it's entirely possible to play through *Sonic Advance 3* without ever using a team-up move. They're merely aids in getting to certain areas, making

things easier and providing some cool tricks for the Time Attack challengers among us.

Another new feature is the level select set-up. Much like *Kirby's Adventure* for the NES, each zone features a small, harmless area in which our heroes explore and look for entrances to the Zone's individual Acts, bonus games, special stages and boss encounters. In all, each of the seven Zones contains three separate Acts, which can be completed in any order. Doing

so allows you to enter the boss area, for a showdown with Dr. Eggman. There are two separate bonus games per Zone, where you can rack up some precious extra lives and one special stage, accessible only by finding hidden keys throughout the acts. This is, of course, where the obligatory Chaos Emeralds are collected.

Each Zone also contains a separate room allowing you to switch characters, transport to other zones and visit that Zone's Chao Garden. >>





Chao are hidden throughout the Acts, nine to each Zone. Finding a Chao transports it to the garden, where it prances gleefully and dances around that zone's Chaos Emerald. Assuming you've earned it.

Actual level design has, for the most part, improved over the last two *Advance* games. *Sonic Advance 2* came close to the brilliance of the original Mega Drive games in that, unlike its predecessor, the layouts allowed a well-practiced player to zoom around at mach speed, flying through loops and launching off ramps with the grace of a champion Olympic figure skater.

Even so, *Sonic Advance 2* was



■ ... then the echidna slid down the ice wall to its death



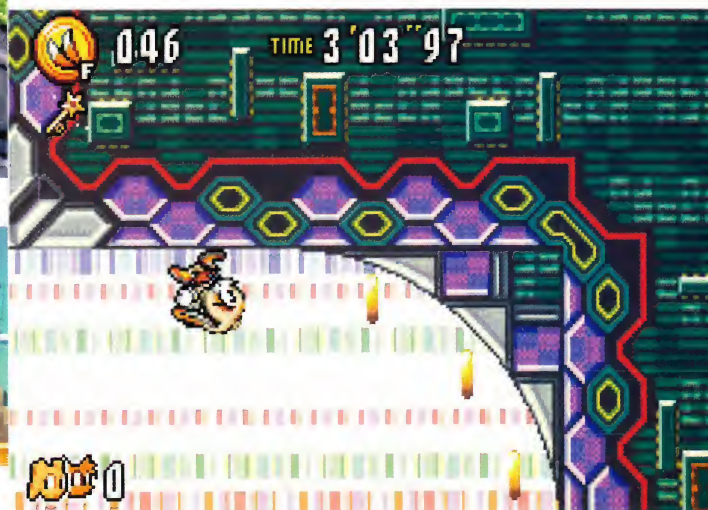
■ Stage clear, but where the hell is Tails going?! Get back here, ginge!



■ A girls' night out in Really Bright Colours Zone. Enjoy...



■ Small animals freed! Now the birds peck the rabbits to death



flawed. Rather than coming across as actual, tangible places, its levels were nothing more than a series of loops and rails built over empty space. Constantly falling to your doom if you didn't time a landing just right was an annoying reminder of this. The levels weren't real.

They were elaborate, floating race tracks, with the only true variation coming in the form of alternate graphics.

It's always been this way, of course, but the old games had a way of tricking you into thinking otherwise, into being able to increase your suspension of disbelief and think that you were running on actual, solid

## You can't teach an old 'hog new tricks

The more things change, the more they stay the same

■ As more and more Sonic games appear on the shelves, we're seeing less and less innovation. After 30-plus successful titles, has Sonic hit the wall?

There are a few minor new tricks in this latest installment, but nothing spectacular. One gets the impression after playing *Sonic Advance 3* that the thrill is gone and that the character, once recognised by more children worldwide than Mickey Mouse has become a shell of his former self, a sure-fire marketing gimmick rather than a vehicle for innovative gaming. Oh well, them's the breaks.



The Hedgehog bounces, spins, climbs and...



... grinds, just like... all those other Sonic games



**“As an ode to the Sonic legacy, there are a lot of neat little references here.”**



■ Amy demanded a bigger pay cheque to appear in *Sonic Advance 3* – three time the juicy invertebrates and a deep-fried caterpillar. Plans for Amy *Advance* have been scrapped

land, adventuring through real places en route to your final goal. In some ways, *Sonic Advance 3* has improved these faults. In others, it fails miserably.

The levels are not quite up to par with the originals yet, but they're getting there. They retain the ease of play that made *Sonic Advance 2* enjoyable and, in many spots, drastically improve the floating race track factor. In particular, Zone Three – Ocean Base is a very convincing underwater labyrinth.

A glass background shows water drifting by, the walls retain a sterile, metallic look throughout and, most importantly, it's almost entirely free of those ridiculous "bottomless pits" that plagued the last game.

Actual level progression, however, feels more false than ever. There is no attempt at a logical transition between one Zone and the next. Transportation between Zones is done via a series of colourful tubes, aligned next to one another. Remember *Sonic Adventure*? If you don't, go pick it up for the GameCube right bloody now, because it's still the best 3D Sonic.

Level transition in that game was as natural as could be. In the adventure segments, Sonic, or whichever of the three billion other characters you could choose to play as, explored a relatively believable metropolis. Entering the "action" stages made absolute sense. How did you enter the Casino Zone? You walked to the seedier part of town and entered the Casino. Want to get to the beach? Simple. Use the hotel's back entrance and walk onto the sand.



The exploration segments of *Sonic Advance 3* are a good addition in theory, but they could have been so much more. One can't help but imagine how much more immersive and believable the game would be if, for instance, entering the Ocean Base stage involved actually having a reason to go underwater, other than it just happening to be the next in a long line of nonsensical Zones.

All in all, *Sonic Advance 3* works well. On its own, to a player inexperienced in previous Sonic games (and if that's you, this is your cue to be ashamed), it's the most fun of the *Advance* trilogy. There are a lot of levels, making it a pretty long ride. Varying character combinations, Time Attack challenges, and relatively interesting boss encounters give the game good replay value. As an ode to the legacy that is Sonic the Hedgehog, there are a lot of neat little references here.

The second zone, for instance, is an updated version of Green Hill Zone from the very first Sonic game, up to and including the background music and robot enemies. The aforementioned exploration aspect is an ode to *Sonic Adventure*. The team-up moves are reminiscent of those employed by *Knuckles Chaotix*, a relatively obscure entry in the series. Even *Sonic CD* is cleverly borrowed from, with little hearts floating above Amy's head if she's teamed up with Sonic.

Don't let the overabundance of nostalgia fool you, however. *Sonic Advance 3* is a good, solid game that we recommend highly. **Frank Cifaldi**

**So, should you buy it?**



**Yes if...**

Sonic can do you no wrong. Everything that makes the games great is here in spades.

**No if...**

You're an absolute loner. There is no way to avoid the constant presence of a 'friend'.

**You'll love it if you like...**

Sonic games both old and new, some mild cuteness, or uninhibited nostalgia.

**GRAPHICS**

**8**

The colourful levels are consistently stylish and the animation is superb.

**SOUND**

**7**

The score is expertly crafted, but my god does it get ugly out of the GBA's speaker.

**GAMEPLAY**

**9**

There's no other way to say it: this game is a heck of a lot of fun.

**LIFE SPAN**

**8**

It takes quite a while to complete and switching characters keeps things fresh.

**VERDICT**

► Depending on your experience, this is either a solid action game in its own right, or the best 2D Sonic in years. Sadly, nothing comes close to the originals. Go buy *Mega Collection* if you don't believe us.



**BEST BIT:** They still let me run around real fast. Zoom zoom! Wheeee!

**WORST BIT:** Tails is still an idiot. Some things never change...

**SECOND OPINION**

► I reckon this is **BETTER** than the originals. The graphics are **BETTER**. The game moves **FASTER**. You're wrong Cifaldi, this is miles better than the old Sonics. **Mike Jackson**

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

**"SUPERSONIC"**

**83%**

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK





# Kirby & The Amazing Mirror

Conclusive proof, if proof be needed, that four spitting, sucking balls of pure fury are far better than one...

## Game info

Price: £29.99  
Publisher: Nintendo  
Web: [www.nintendo.co.uk](http://www.nintendo.co.uk)  
Players: 1-4  
Memory: Cart save

Out

July 2nd

**"It's a top-notch return to form for the world's favourite angry blob."**

> You're in the cinema. You're watching *Kill Bill 2* (you'd better be old enough). The Bride's squaring up to Bill and you're torn between checking out her curves and the tense action, when all of a sudden the bip-bip-beep bip-bip-beep of some idiot's ancient handset chirps through the theatre and ruins the coolest movie in ages. Mobile phones suck. Sure they're useful to sign up mates to text spam services, but otherwise they get in the way of ordinary folks' fun to the point of sending us into novelty ringtone-induced spasms of rage.

As if that wasn't bad enough, even Kirby's sold out and gone bluetooth in his latest adventure. Ack! We're not sure what kind of coverage he gets in Dreamland, but whatever network Kirby's with we'd think twice about signing up as the rotund hero has

been torn asunder and split into quarters. Whether this is a subtle metaphor on the part of Nintendo about the dangers of mobile phone rays frying your brain and creating split personality disorders is unclear. But what's crystal

is the fact that four mobile phone-wielding balls of anger represents some long-overdue innovation.

After last year's passable but lazy (and easy) conversion of the very first Kirby game, *The Amazing Mirror* is a proper treat. In case you've never played a Kirby game (call yourself a Nintendo fan, do ya?!) it goes like this: Kirby can run, jump and suck. Sucking in just air alone can help lift you up off the ground to float around the levels and reach new platforms, or to take enemies by surprise. It's hardly *Splinter Cell*, but stealthily attacking a roaming drone is still satisfying.





## Four for fun

Kirby's multiplayer antics ratchet up the laugh-o-meter

Four mad heroes means much multiplayer fun for four mates, too. Mini-games that you'll love include Speed Eater, where you have to chomp through piles of food before your mates and a splendid *Wave Race*-style surfing game where you time button presses to increase your speed. Having four heroes can also pay off in the main game, especially in boss battles where there's safety in numbers.



Eat krill and die, you underwater abomination! Multiplayer boss whacking is ace



■ (left) Shrink to fit – go on the Kirbster!

■ (below) Pick your power-up, then wish those knights wish it was their day off



So, sucking air is fun, but sucking up enemies is where it's really at. Chewing up the bad guys lets Kirby use a move inherent to that baddy. These moves are called Copy Abilities and with them you can turn into a fireball, a UFO that drops devastating depth charges and much more. Using the Copy Abilities adds a certain layer of strategy to the action as some baddies will only kick the bucket when attacked with the right move.

New Copy Abilities include turning Kirby into an Angel which gives you unprecedented accuracy when flying, and a Kirby that has all the martial arts skills of his *Super Smash Bros.* counterpart. Booyah!

The biggest difference to this new Kirby adventure is that all four Kirbys (or parts of the same Kirby – it's confusing) fight on-screen at once. If you're playing with mates you can link-up for co-operative sucking, otherwise the GBA does the thinking of the other three

spheroids for you. And that's where the phone comes in. At key moments you can call on your pals to help you out with puzzles or with buddy attacks. As any txt-addict knows though you'll need battery power to call your mates, so be sure to watch out and collect the batteries as you play.

Ultimately it's the same old Kirby underneath, despite all the added features. This is hardly a bad thing though, as the gameplay is as rock solid as it's ever been. The new, slightly more labyrinthine, levels are fun to explore and mucking about with the new abilities is a great laugh, too.

It's also tougher than *Nightmare in Dreamland*, which should ensure that you won't finish the thing in one sitting. It's still not as intricate or as in-depth as *Super Mario World*, nor is it as weird and original as something like *Boktai*, but it's a top-notch return to form for the world's favourite angry blob. **Darren Fox**

## So, should you buy it?



### Yes if...

You're hankering after a brand-new Kirby game, or after some platforming mayhem.

### No if...

You want a bit more originality or a game with some more mature content.

### You'll love it if you like...

Any previous Kirby game, or sucking in the face of real-life enemies to freak them out.

### GRAPHICS

8

Bright, colourful and with some spectacular animations and explosions.

### SOUND

7

It's a platformer, so twee is the order of the day. Not awful though.

### GAMEPLAY

7

Fast-paced, Hi-NRG action, but it still feels a bit old and tired in places.

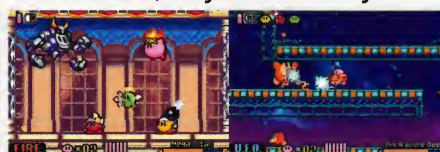
### LIFE SPAN

7

You'll blast through the single-player game, but multiplayer will keep you busy.

### VERDICT

► More of a tiny evolution than a total revolution, but it's still the best new Kirby game in a long while. It also makes up for a lot of the damage *Air Ride* did on 'Cube. Welcome back, Kirby. We've missed ya.



**BEST BIT:** Trouncing the awesome bosses with power tag-team action.

**WORST BIT:** Sometimes it's a bit hectic on screen and easy to get muddled.

### SECOND OPINION

► I never thought I'd see the day – a decent Kirby platformer and the laser attack is classic. *Nightmare in Dreamland* is just a distant memory. **Tim Street**

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"IN THE PINK"

82%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK





■ A Dementor. Not a patch on a Nazgul, but nice try, Rowling



■ "Have that, possibly harmless flying thing!" Hermione shows the boys how to wield a wand



■ "Move the camera around?!" What do you want, a medal?



# Harry Potter and the Prisoner of Azkaban

## Game info

Price: £39.99  
Publisher: EA  
Web: [www.harrypotter.ea.com](http://www.harrypotter.ea.com)  
Players: 1-4  
Memory: 4 blocks

Out  
Now

**At Hogwarts School, Harry's new game would get an 'A for Art', but a 'must try harder' for good old-fashioned adventuring – there's hardly any improvement on the last one.**

Harry Potter's a cheeky little chap. Not only does he make millions of Sickles for Mrs Rowling every year, but now he's gone and nicked classic moments from some of the most memorable games ever.

Remember *The Wind Waker*? Of course you do. Well remember when you put a Hyoi Pear on your head to take flight as a seagull? You can do that with Hedwig. How about *Prince of Persia*? Cast your mind back to the Hall of Mirrors where you had to bounce the light around the room – that idea's been taken, too. They've even gone so far as to use moments from your GBA, switching between the game's main

characters *Mario & Luigi*-style, oh and before we forget you can assign weapons and attacks to your controller buttons. *Ocarina's* even been plundered.

That's a lot of great games we're sure you'll agree, but it doesn't mean we'll just write it off as a sad imitation, 'cos *Azkaban* looks fantastic and every detail of J.K. Rowling's world has been brought to life. Hogwarts Castle actually feels huge as you explore hidden rooms you've never heard or seen before, pictures move on the staircases just like in the books and the dorms are laid out just as you'd expect. They've even added tons of new locations to build puzzles that will delight fans of Harry's stories.

The game itself though is just the same as before. That's not to say it's bad – *Chamber of Secrets* was one of Eurocom's finest offerings. It's nothing to sniff at, but you've probably been expecting something a bit different at least and, as *Azkaban* is the darkest story in the series, it just feels too bright and cheery at times.

The gameplay itself, although very simple, is engaging right from the get go. Like the last game, EA's *Azkaban* rips up the book to create missions you won't find in the world of J.K. Rowling. It begins on the Hogwarts Express, but you'll get to duel with a mental spellbook's gnashing teeth and face off against Malfoy, Crabbe and Goyle in a



■ When the Hogwarts disco broke down, Harry improvised



■ Visually it's superb – look at that cape go!



## Owl's about this then?

Racing with owls? Pull the other one, love...

■ Owls are only good for two things – hooting and catching vermin like mice or small children. But at Hogwarts these guys have to send messages and take part in races that go on for weeks (well that's what it feels like anyway).

One of the mini-games sees you choosing your owl and racing three others around the grounds of the castle. The rings you have to fly through are exactly the same as the ones in the Quidditch ring challenge in the last game and just when you think you've reached the finish there's another ten more to get through up ahead.

On and on you fly, over ramparts, courtyards, rivers, forests... just forget about this and battle it out in the duelling mini-game instead – it's a lot more fun.

And it's an owl, followed by another owl. They're all flapping, er...



**"If you love *Potter* you'll lap this up like a goblet full of pumpkin juice."**

magical battle to rescue Scabbers. Even before the first five minutes are up you'll save Ron from the evil soul-destroying Dementors. As *Harry Potter* games go it's the most action-packed yet.

If Harry starts annoying you, at least you can now take control of Ron and Hermione. Usually this is to call upon their special skills (Ron's is finding secret openings, Harry can climb ropes) or to use their combined strength to lift objects. This means that control tends to be short-lived, but at least EA has noticed that not everyone wants to play as Harry. We much prefer Ron anyway.

Everywhere you look, the world *Harry Potter* lives in comes alive and although a driving stage with the Knight Bus would have been cool you do get to see Peeves creating havoc. And just as if you're

trying to find Rupees in *Zelda*, someone's dropped their Bertie Bott's Every Flavour Beans all over Hogwarts for you to collect. Finding these colourful sweets will enable you to buy goods from Fred and George and should you find any shields on the floor you can collect them to increase Gryffindor's house points total. Have that Slytherin scum!

The game is incredibly simple though and after duels with books, Malfoy and armies of Cornish pixies you'll really wish there was more to it than just assigning a spell to a button, locking on and letting rip with your wand. It's too easy, but then this is meant for your younger brother or sister and complexity will just put them off. It looks great and if you love *Harry Potter* you'll lap this up quicker than a goblet full of pumpkin juice. **Tim Street**

## So, should you buy it?



### Yes if...

You live and breathe *Potter* and aren't bothered if you complete this in a few days.

### No if...

You need a challenge and hate anything to do with Rowling's fantasy world.

### You'll love it if you like...

The idea of experiencing new missions that aren't in the book.

### GRAPHICS

8

Nice, but Hogwarts hasn't changed much, except for some new locations.

### SOUND

8

The voice-overs sound a bit like the real deal and the music is very *Potter*.

### GAMEPLAY

7

The action begins almost immediately and you'll feel at home with the controls.

### LIFE SPAN

5

Packed with fun, but over too quickly. The mini-games won't grab you either.

### VERDICT

> If Floo Powder, Dementors and Fizzing Whizbees mean anything to you, get this game as soon as you can. But be warned, the simplicity of it might mean a part exchange within a few days.



**BEST BIT:** Hippogriff flying beats Quidditch by a million miles.

**WORST BIT:** Owl racing. That has got to be the worst game in years.

### SECOND OPINION

> *Harry Potter*... what's THAT all about then? Hardly *Lord of the Rings* is it? Still, they play pretty similar – all flashy graphics and not a whole lot more. **Kingsley Singleton**

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"SPELLBOUND"

79%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK





#### Game info

Price: £39.99  
Publisher: Ubi Soft  
Web: [www.rainbowsix3.com](http://www.rainbowsix3.com)  
Players: 1-2  
Memory: 17 blocks

Out  
June 26th

# Rainbow Six 3

They should have got some of the programmers from the *Splinter Cell* team round to help out.

Use stealth and guns to infiltrate enemy installations. Shoot terrorists in the most painful areas of the face. Rescue hostages. Sounds pretty similar to *Splinter Cell* to us. Only, you won't be wall-jumping, swinging from poles and doing all that monkey stuff. *Rainbow Six 3* gives you a gun and you've got to use it. Everywhere.

Low-res FMV cut-scenes bridge each mission, giving you the skinny on what's going down in the area. It's all very military stylised as you'd expect, but

with little variety in the content of the briefings, you'll know what you've got to do without listening to their babble. "Commander, there are multiple hostiles and high-impact explosives within the facility so you must..." blah blah, whatever. What you mean is shoot up a few bad guys, save a hostage or two and play with some bombs. Yeah, yeah, we know. We remember it from last time. Being the commander of a counter terrorist strike team

you work with three computer-controlled co-operatives. Before you touch down you can select which weapons you want to arm your team with. But who can be bothered with all that? We can't. The standard set of guns and grenades kill people just fine.

If you die the mission's over, but if your team-mates cop it it's game on. You're the priority so you'll be sending them ahead to check out dangerous areas and get some new holes in their face so you don't have to.

A good social tip, we reckon. However, you will need your team-mates to assist with the tricky business of entering doors. The last thing you want to do is go rushing in yourself and take the full force of a terrorist's welcoming shots in the chest. Instead, there are plenty of commands you can give your little helpers to suit the situation. You can tell them to blow up the door and clear the area. If you think it may be packed with terrorists you can order them







■ Father Christmas picks the wrong living room

■ Shot! And right in the knee, too. Good thinking!



## Zulu warriors

Spears do not come as standard

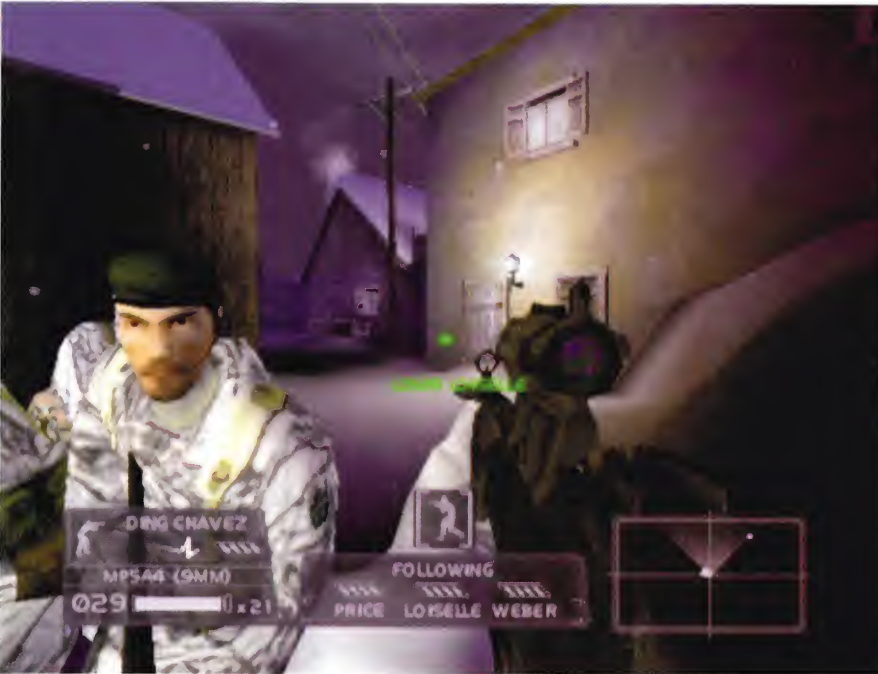
■ The Zulu command is the best way to get the most from your AI-controlled helpers. Any order that you decide can be given on a state of Zulu, which means they won't carry out your order until you give them the signal. It's quite handy, really. Wait for it, WAIT FOR IT! ZULU!



Sneak up on a terrorist from two angles. Send your boys in first as a distraction.



They take that door, you take this one. Two ambushes will do more damage.



■ "Ding Chavez" – the kind of name that drives a man to kill... and then kill some more



■ Eat the dead terrorist's lunch before your team arrive. They hate that

to kick down the door and lob in a grenade (or flash bang in case of hostages) and finish up with guns. Or you could just make them charge in, all guns blazing. Then you rush in a few seconds later when all the danger is gone, pretending to be well up for it.

There is one problem though – there's no way of knowing what's behind the door until it swings open. Giving the right order is a bit hit and miss and it'll be a total guessing game the first time round. On many

occasions we've ordered them to use grenades and charge in for a massive strike on what we suspected to be an enemy party, only to find out it was an empty room all along. It would have been much better if we could slip a camera under the door, Sam Fisher-style, or if you could locate them by hearing the enemies' chatter. Giving commands is

cool. Your commands being followed efficiently is cool. But we'd love them to react like real people >>





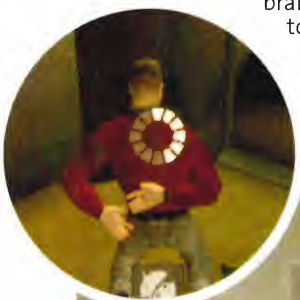
sometimes. Co-operatives should be able think for themselves. It's the next step in games.

If you tell an operative to proceed into a room that just happens to be infested with gun-wielding terrorists, he won't proceed with caution, taking cover if he's under heavy fire. Nor will he stop in a safe spot to return fire before moving on. That would be artificial INTELLIGENCE. No, he'll just shoot back while sprinting

brainlessly to the point that you told

him to cover, almost as if the deadly barrage of bullets blazing towards him won't hurt. He's like some sort of kamikaze nut case. We call that kind of manoeuvre artificial STUPIDITY.

The alternative to having three idiotic AI players is the two-player co-operative mode. Unfortunately you can only play levels in co-op that you've finished in the single-player Campaign mode. All the command features are gone, obviously, because you can use the old-fashioned method of talking to tell your mate what to do. You also lose two helpers from the team, but trust us on this – you won't miss them.



■ Dracula escapes again using the old turn-into-mist trick. The rotter!

**“There's little detail: no smashing windows, bottles, movable scenery...”**



## Skills of the military

Hopefully the British army are better trained than this lot

■ An enemy spots you. He doesn't want to get shot so he ducks down for cover. But he also wants to kill you, right? Hmm... what to do? Stand and shoot or duck for cover? He does both – duck and shoot. His bullets just hit the wall he's hiding behind, but he doesn't care, he'll just keep shooting. And his forehead's just about visible for a sniper shot, too. What an idiot.



The latest in military issue kaleidoscopes

With a mate on your side, you'll actually be able to devise some proper tactics to get through the trickier areas. Simultaneously sneaking down two separate routes, or taking turns for one player to shoot while the other pushes forward are some of the things you can't do in one-player. It's a lot more fun, it's just a

shame the main Campaign mode doesn't include co-op play. It's just a bonus.

But even with two of you playing, it's still tough to spot an enemy before they blaze your ass with hot lead – getting shot will be a regular occurrence. This is a frustrating part of *Rainbow Six* games and has been since the





■ Check that pump-action... er, action. RS3 has some sweet guns



■ Night vision – mainly used for finding your way to the bog in the middle of the night

## “It’s tough to spot an enemy before they blast you – you’ll get shot regularly.”

N64 days. The second you peer through a door, or round a corner, only one thing is going to happen – PAP PAP PAP! Instant face pain for you.

It’s down to poor level design. Ubi Soft itself can lay claim to some awesome level design in *Splinter Cell*. But *Rainbow Six* is nothing in comparison. There’s little detail or interactivity with the environments: no smashing windows, bottles, movable scenery or any of that stuff. Nothing to make a sound that the enemies could

react to. In fact, sound doesn’t play a part in *Rainbow Six*’s gameplay at all. Everything’s extremely flat and dull, and not nearly as cool as *Splinter Cell*.

If you’ve seen 90%+ scores for *Rainbow Six* 3 in Xbox magazines, that’s because they can play the main Campaign online, co-operating and speaking with real people. That’s the main selling point of the game. Stripped of that feature on GameCube, it’s nothing more than an average First Person Shooter. **Mike Jackson**

## Out for the kill

When all you want to do is kill...

■ The Co-operative and Customise Mission modes have a Terrorist Hunt option. This strips away all the fancy mission briefing crap and leaves you with one objective: make everyone dead. It’s completely brainless, but not bad if you and a mate just want to stomp around playing with big guns.



That’s the bloke you need to kill. You can tell this by the fact that he’s alive



A nice pile of corpses means job done for you and your lead-spitting death cannon



## So, should you buy it?

### Yes if...

You’re a sucker for military FPS games with realistic guns and a political story line.

### No if...

You require detail, depth and a whole lot of polish. This is as bland as it gets.

### You’ll love it if you like...

The starchy thrills of *Tom Clancy’s Ghost Recon* – this is a bit better though.

## GRAPHICS

6

Solid worlds, but lacking in detail, interactivity, or any realistic effects.

## SOUND

7

Typical army tunes and the guns sound meaty. The explosions could be better.

## GAMEPLAY

7

Dull levels and rubbish AI, but the controls are better than *Ghost Recon*.

## LIFE SPAN

6

It’ll take a particular appetite for this type of game to keep you hooked to the end.

## VERDICT

> Bland environments and dull gameplay leave *Rainbow Six* 3 feeling disappointingly empty. If the AI was more realistic and there was some texture in the worlds this would have been much better.



**BEST BIT:** Sending in your mates and watching them do all the work

**WORST BIT:** Crates don’t break. Pipes don’t burst. Nothing is interactive.

## SECOND OPINION

> Military realism is all well and good, but no matter how intelligent your troops they still stagger about like electrified zombies. It spoils the illusion. **Kingsley Singleton**

**Nintendo**  
OFFICIAL MAGAZINE UK SAYS...

“NO POT OF GOLD”

71%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK





# Shining Force: Resurrection of the Dark Dragon

## Game info

Price: £29.99  
Publisher: THQ  
Web: [www.thq.co.uk](http://www.thq.co.uk)  
Players: 1

Out

Now

Imagine what you'd get if you crossed *Golden Sun* with *Advance Wars* and *Yu-Gi-Oh!* Imagine no more – it's here!

➤ This is the ultimate role-playing cocktail. And not one of those namby pamby two-spirits-and-a-mixer ones either. This is a kamikaze eight shots of liquor that you set alight and drink with a straw. *Shining Force* may be a remake of an old adventure, but it has had plenty added to the already sparkling gameplay formula to make it taste fresh and leave you punch-drunk.

The story is the usual nonsense about an amnesiac hero who gets tangled up in a tale of war and vengeance between two powerful empires, but what's cool is that you hardly ever travel alone. You have a band of adventurers to go kick ass with. Each ally has a specific skill, such as healing or proficiency in ranged weapons or magic.

Moving around towns and exploring dungeons has the lightning-paced feel of *Sword of Mana* about it, but when you encounter beasts the

action switches to a turn-based view like *Golden Sun*. But better than that, when in battle mode you must

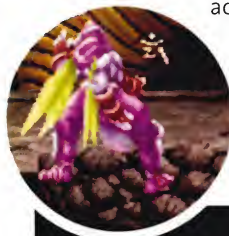
move your heroes around a grid-like system like the artillery in *Advance Wars* or, if you're a dull sort of person, like pieces in chess. And, just like the GBA's other strategy games, movement around the field of battle is limited by the type of terrain and the character's individual rules of movement; Birdmen can fly across great distances, while werewolves are speedy through forests.

The mix of different RPG playing styles works incredibly well and adds variety to the action, ensuring that it never feels like you're just running around, or involved in a pointless series of scraps. Add to this mix the addition of ability cards that can be collected and used in battle and you've got a deep role-playing experience. Want more movement or increased attack, or even another turn to whack your enemy? Simply use the right card in battle.

With so much variety, *Shining Force* is definitely one of the strongest role-players available on GBA. It doesn't look as spectacular as other RPGs and does little to win over newcomers, but fans of epic turn-based quests and strategic battles will greedily gulp down every last drop of this heady brew. **Darren Fox**



■ The map screen – you can tell by the size of the mountains



■ This goblin has stolen your +3 Chicken Drumstick of Belly Fillage. Get it back by lopping his face off



## So, should you buy it?



### GRAPHICS

6

Occasionally nice in the battle scenes, but mostly the visuals look a bit dated.

### SOUND

7

The usual twee tunes in towns and heroic anthems when out adventuring.

### GAMEPLAY

9

An incredible mixture of familiar RPG elements that fans will love.

### LIFE SPAN

9

There's so much to do and so many secrets to find, you'll be at it for ages.

### VERDICT

> It doesn't look all that special, but there's so much variety to the action and so many neat little touches and ideas that RPG lovers will find this irresistible. It's no good if you hate them though.

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"RPG ECSTASY"

82%

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# Max Play 01

Oh my God. It looks like this may be the first in a series!

## Game info

Price: £4.99  
Publisher: Datel  
Web: [www.codejunkies.com](http://www.codejunkies.com)  
Players: 1

Out  
Now

There's been some awful crap served up on GameCube with the 'Seal of Quality' on the box. It made us wonder about just how catastrophically abysmal a game would have to be to NOT be awarded one of those. And now we have our answer.

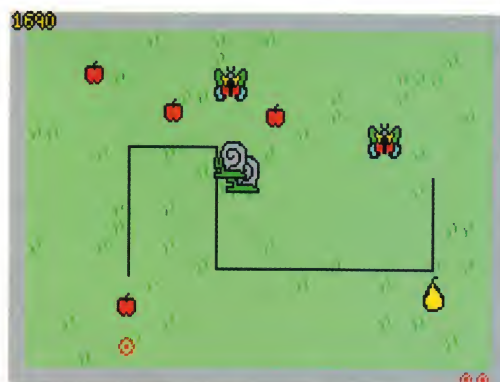
Five quid for ten games sounds like a deal, but don't be fooled. You should no more pay five quid for this than you should to get punched in the face ten times. Basically, this is ten games too crap even for GBA lumped in together and not worthy of a second of your time.

*Invasors* is *Space Invaders*. *Pop 'Em* is a horrific attempt at the classic *Pang*. *Paddle Panic* is standard bat, ball and wall stuff, but with four bats, so as to confuse and exasperate you. *Bounty Hunter X* features

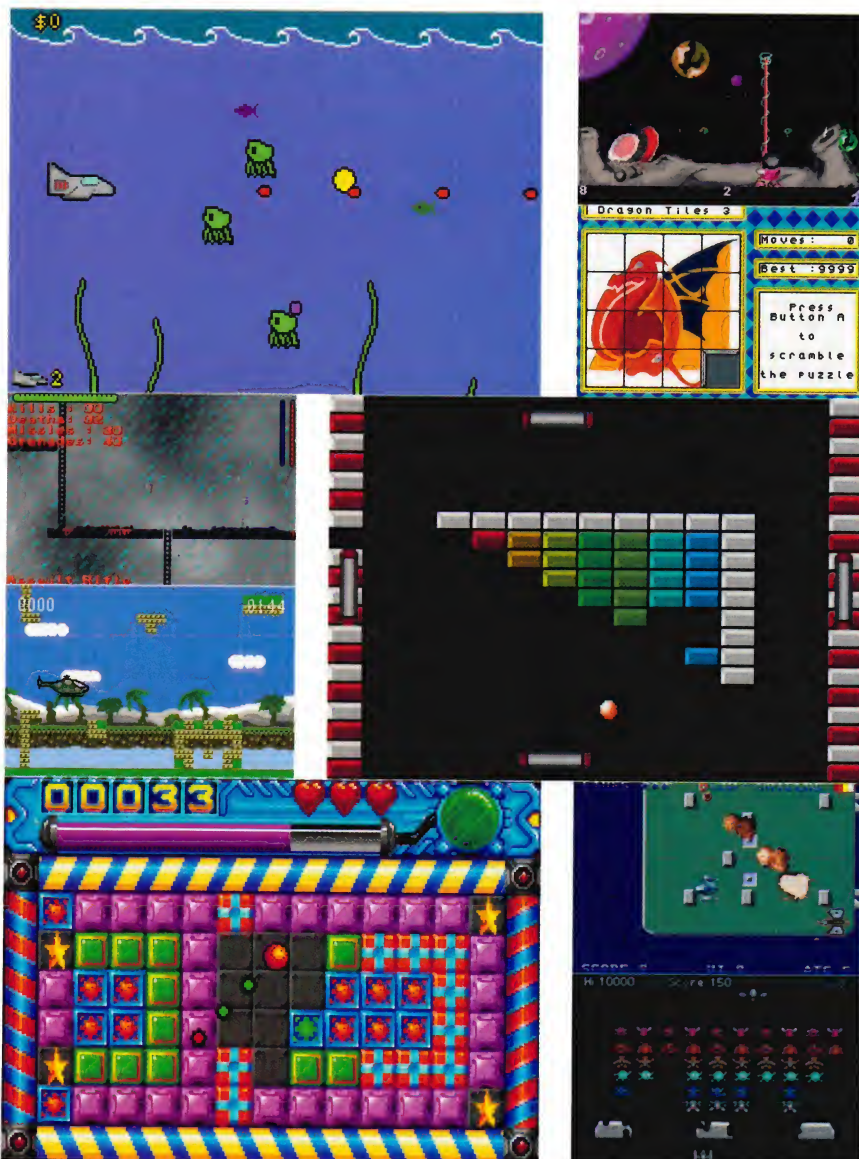
underwater spaceships shooting squid (?!). *Dragon Tiles* is a block-shifting game that looks like it failed the audition to be on a ZX Spectrum. You'll laugh. Then cry.

Our favourite is *Chopper 2*. It's terrible, though perhaps better than *Chopper 1*. Watching someone play it for the first time is hilarious. Press Start. Helicopter appears and falls to bottom of screen. GAME OVER. That happens repeatedly. You wonder what you're supposed to do to not be dead inside half a second. The answer? Hold A to hover. So you hold A, hover to the top of the screen. And die. GAME OVER.

The box GUARANTEES "hours of classic gaming action". Within ten minutes, we'd snapped the disc so it couldn't hurt us any more. You might see this in a games shop, but whatever you do – DON'T. **Dean Scott**



■ Are they trying to be funny? We had more fun with the Memory Card management screen



## So, should you buy it?



### GRAPHICS

1

Things appear on the screen, so it has to get a one for graphics at least.

### SOUND

1

Ha ha! Not what God had in mind when he invented ears.

### GAMEPLAY

3

Some are utterly unplayable, others just rip off arcade games very badly.

### LIFE SPAN

1

Ten games to play and get disgusted by and bored of within nine minutes.

### VERDICT

► As someone who cannot write computer code, it's obvious to me that I'll never make a game as good as *Metroid Prime*. I accept that willingly. Equally, I'm pretty certain I could learn enough about programming in one afternoon to trump what's on offer here.

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"A NEW LOW"

12%

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# THE CLASSIC NES SERIES

**One old-style new SP, eight new old games. But are this lot good for anything else bar misty-eyed nostalgia?**

**GAME INFO** Out: July 9th Price: Console: £79.99, Games £14.99 Publisher: Nintendo Website: [www.nintendo.co.uk](http://www.nintendo.co.uk) Players: 1-2

It takes a certain level of sickness to look at the grotesque grey design of the new Classic NES Series Game Boy Advance SP and think, "Man, that's cool". Luckily, we've got that sickness bad. Terminal, maybe.

Following up on the success of the Japanese Famicom Mini series (NOM #139's Big in Japan), The Big N have gone forward with rekindling our nostalgia as well. In all, eight Classic NES Series cartridges, or as we called them back in their heyday, Game

Paks, will be released alongside the newly-designed SP. Of course, they play perfectly on a standard GBA, too.

The SP itself is a near-exact reproduction of the original NES controller face, right down to the odd racing strips and red letters under the buttons. It's enough to bring a tear to the eye. While some of the title choices are a bit odd (*Bomberman* comes to mind), every one of these games, whether you're an old-skool veteran or absolute beginner, will transport you back to simpler

times, times of bad haircuts, pop on the radio and great cartoons on the telly.

The packaging is nowhere near as cool as the miniature reproductions issued in Japan, but don't let that put you off. At £15 a pop, you'd be a fool to pass up at least a couple of these beauties. You might have the NES *Zelda* thanks to the *Zelda Collector's Edition* disc, but have you ever played *Ice Climber*? Of course, you COULD just buy a ratty old NES off eBay. But that's going to be yellow, stinking of fags, and unportable, isn't it?



# The Legend of Zelda

Show some respect – it's where Link was born...

■ Not to be confused with the pant-wettingly exciting work-in-process 'Cube game of the same name, *The Legend of Zelda* is actually the very first adventure in the long-running series. The plot here is essentially the same as each of its sequels: gather the pieces of the mysterious Triforce, defeat Ganon, and save the land of Hyrule.

Of significance here is that *The Legend of Zelda* introduced the world to the action-RPG

genre, combining for the first time the reflexes and button-mashing of an arcade game with the inventory and stat-building of a computer-based role-playing game. Was it successful? Well, we're still seeing sequels 17 years later, not to mention countless rip-offs and thematically similar games. You tell us.

*The Legend of Zelda* holds its own in not only being one of the best games in the

series, but one of the best games of all time. We still get a kick out of bombing walls, finding secret passages, exploring the vast landscape and pondering Dodongo's dislike of smoke. The game is as fresh, exciting and worthy of your time as the day it was released. Even the graphics still look pretty damned good and the Overworld Song still gets stuck in our heads. This is easily our favourite game in the Classic NES Series.



# Super Mario Bros.

Who? Sorry, mate... never heard of them.

■ There was a time where this game was in more homes than any other in history and with good reason, besides the fact that it came packaged with the common NES.

It was ground-breaking at its inception. No longer were you confined to beating a high score, this was the first truly epic adventure, spanning 32 unique levels. Mario ran through open fields, climbed towering trees, braved underwater depths, explored caverns, rode clouds and conquered castle after castle in search of the missing princess, back when her name was Princess Toadstool.

Truly immersive, with musical cues expertly placed alongside each landscape and the simple-yet-effective transitions from day to night, it's possible for an expert player to conquer the game in under five minutes these days. But back in 1985 Mario's quest kept us up all night.

Running, jumping and kicking through the Mushroom Kingdom is still a blast. And we still find ourselves cursing difficult jumps and unexpectedly falling victim to Bowser's fire breath.



9/10

9/10

9/10





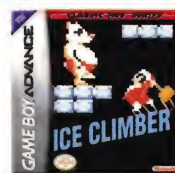
## Ice Climber

Never heard of it? Here's your second chance.

■ Now here's an obscurity. *Ice Climber* is one of the many forgotten classics from the first generation of NES games. And, unlike many of Nintendo's other franchises, *Ice Climber* never inspired a sequel.

In fact, the only time we've seen the game's stars, Popo and Nana, since is as playable characters in *Super Smash Bros. Melee* for GameCube and in a short-but-sweet mini-game in *Wario Ware, Inc.* for the Game Boy Advance. Other than that, *Ice Climber* remains relatively unknown to today's gaming generation.

With its two-player co-operative mode, unique gameplay dynamics and beautifully balanced difficulty, we have no idea why it has remained neglected for so long. Maybe it's just nostalgia talking, but *Ice Climber* is great. We can't help but imagine what Nintendo could do with the franchise if they would just give it another chance.



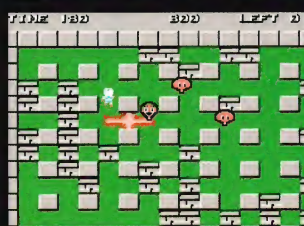
## Bomberman

Like a party with no guests.

■ Before transforming into the king of all multiplayer games, *Bomberman* started life as a simple one-player maze romp.

The 1985 NES version was a pretty big hit in Japan, but failed to garner any attention elsewhere, especially in the UK. Of course, the game was never actually released here, which is probably a significant reason for us to not feel terribly nostalgic about it. We did, however, receive its relatively superior sequel, *Bomberman II*, under the guise of *Dynablasters*. Pick it up if you see it in a used game shop.

Without multiplayer, *Bomberman* is a terribly lonely experience. There's not much variety or excitement here. Buy it for its historical significance, but don't expect the same fun factor as even the likes of *Bomberman Generations* on GameCube.



## Donkey Kong

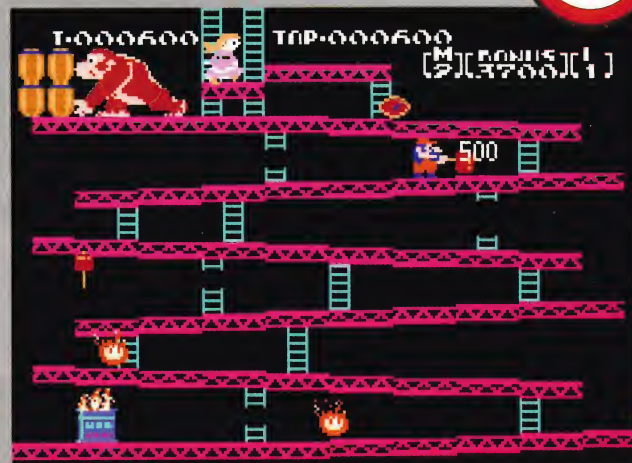
The game that made Nintendo.



■ It's pretty safe to assume at this point that without *Donkey Kong*, there would be no Nintendo games today, meaning no *Nintendo Official Magazine* and no jobs for us. And, to be honest, we really don't like starving all that much.

It was the brainchild of Shigeru Miyamoto, an in-house artist at Nintendo Japan who was one day asked to design a video game. The rest, as they say far too often, is history.

This is the first appearance of Donkey Kong himself, back when he was a villain and of a certain Italian plumber named Mario, back when he had the ridiculous moniker of Jumpman. The arcade-style madness of the NES version remains addictive to this day, despite the unfortunate absence of the Pie Factory level from the arcade original.





# Excitebike

It's exciting and there are bikes in it!



■ From its wacky title screen jingle to its unlikely physics and all the way through to the first time you overheat your bike, *Excitebike* is 100 per cent pure nostalgic indulgence.

One would be hard-pressed to find anyone from the NES generation who doesn't remember *Excitebike* with anything less than pure love. Are we clouded by nostalgia here? Possibly. The game hasn't exactly aged well either, as many are perhaps afraid to admit.

The premise is simple. Race your little biker guy through five tracks, attempting to beat the best times. This can be done either solo or with other racers on the track. You can also build your own track, if you're into that sort of thing. Still fun, but not a game we'll be spending a lot of time playing.

6/10



# Pac-Man

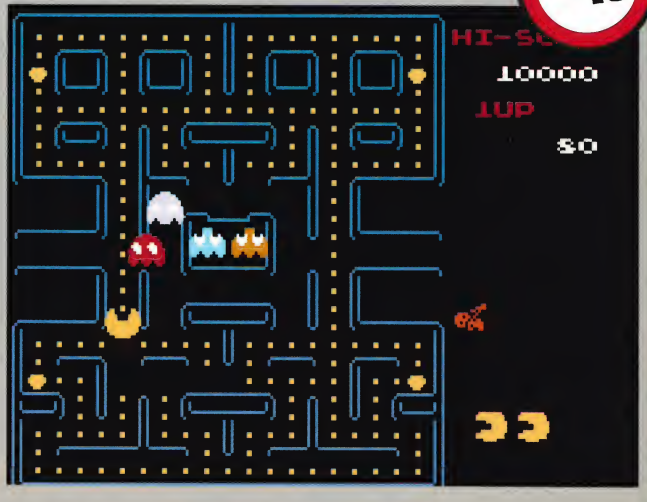
Pac-Man eats GHOSTS. He's hard.



■ Avoid the ghosts and then build up the courage to fight them back. It's almost difficult to avoid going on a lengthy philosophical rant about the game's implications, until you realise that *Pac-Man* was originally envisioned by his creator as a moving pizza, at which point the premise goes from extremely deep to extremely weird.

At the time of its release, the NES version of *Pac-Man* was the closest we came to having the arcade at home. Unlike the absolutely terrible Atari 2600 version, the NES was able to reproduce the mind-numbing sounds, graphics and frantic gameplay very closely. There are much better options now, but the NES version is still worth a spin if it's what you grew up playing.

6/10



# Xevious

Fly up the screen and shoot stuff before it shoots you.



■ What classic line-up would be complete without at least one top-down shooter? Not the Classic NES Series, that's for sure. *Xevious* is a very old entry into the genre, and one of the first to introduce a second weapon for attacking ground-based enemies.

The graphics seem grossly outdated now, even by the standards of the time, but the gameplay itself more than makes up for it. The cross hairs in front of your ship are a nice touch and aren't seen too often in games that *Xevious* inspired. The shoot-'em-up genre hasn't evolved a whole heck of a lot, when you really get down to it, so if it's a genre you enjoy, *Xevious* won't let you down. Don't forget to watch the ground, the cannons and tanks can easily sneak up on an unobservant player.

7/10







■ (Far left) Up-scrolling death dealing breaks up the action. (Left) "Can I borrow your gun?"

■ (Below) "What good's that parachute now, dead boy?"



■ Badda-badda-badda. Shooting people feels good – it's okay, they're terrorists



## CT Special Forces 3: Bioterror

### Game info

Price: £19.99  
Publisher: Hip Interactive  
Web: [www.lspgames.com](http://www.lspgames.com)  
Players: 1-2

Out  
Now

If killing terrorists was an Olympic sport we might watch occasionally.

## So, should you buy it?



### GRAPHICS

8

Simple, well-animated and highly effective, all you could ask for on GBA.

### SOUND

7

Inoffensive, if basic tunes plus some of the best death screams yet. AiiEEyyAA!

### GAMEPLAY

8

Hard, but fair. Wimps can lower the difficulty, but skilled gamers will prevail.

### LIFE SPAN

7

You won't blast straight through in one sitting and there's a two-cart link mode.

### VERDICT

> From the thrill of unloading your bazooka into a crowd of terrorists to the *Chopli*-style rescue stages this is pure 16-bit nostalgia. Only a first-class GBA *Metal Slug* will beat this for limb-flying beauty.

**Nintendo**  
OFFICIAL MAGAZINE UK SAYS...

"OORAH!"

81%

TELL US WHAT YOU THINK @ [WWW.NINTENDOMAGAZINE.CO.UK](http://WWW.NINTENDOMAGAZINE.CO.UK)

6.30pm, Kaliningrad Oblast, Eastern Europe. You're crouching behind a crate in a dockyard. Seagulls flap in the freezing air. Far off in the bay, hulking Russian submarines bob up and down on the tide.

Just beyond the crate a terrorist with an automatic pistol is spraying four bullets at a time in the same predefined arc – some kind of brainwashing, maybe. He only stops when your well-aimed grenade goes off in his lap and the seaside air is split with a satisfying "Aiiyeeeeee!" You can't shoot the seagulls though. Damn it.

This is the third *CT Special Forces* game, but the first many of you will play. And you WILL play it, because missing this is not an option. It's not some half-finished movie-licence or botched, faux-3D shooter that makes your screaming brain try and bleed its way out through your nose and escape.

Here the beautifully animated sprites, over-the-top explosions and drip-feeding of weapon upgrades make each bullet-packed level a joy. Pop up behind an oil drum and scorch that guard's face off

with your flamethrower. Get close enough and you can spill his guts with a hunting knife. Wipe yourself clean of entrails and get going again.

The story line is just how we like it – a pathetic excuse to get shooting. That said, stronger presentation and maybe a few short cut-scenes to tie the tale together wouldn't have gone amiss. But this is basically a platform-shooter with a difficulty level reminiscent of an ancient 16-bit arcade blaster. At times it seems impossible to avoid the sea of bullets, but precise controls and a good range of cover mean that skilled players will rise above the mayhem and survive. Get used to the different enemies and you're sorted. Also, most of the 'blind leaps' of previous games have been ironed out.

And just as in the other *Special Forces* games, there's a sprinkling of vehicle-based and sniper-style levels plus a two-cart link-up Challenge mode. None of them show up the main game, but, while fun, they're not nearly as polished.

If it weren't for the use of a password system in place of a cart save and the lack of a high-scores table to show off your murderous skills this would be knocking on the door of all-time GBA greatness. As it is, it's just a bloody good blast. **Kingsley Singleton**



# And then there's...

## Digimon Racing

Publisher: Atari  
Release date: Out now  
Price: £29.99  
Players: 1-4  
Game Save: Cart



Let's face it, a *Digimon* racing game isn't likely to be at the top of your list. "Mum, please, please, please can you get me the latest *Digimon*? Yeah, and if *Pokémon Fire Red*'s there you might as well grab that, too". *Digimon Battle Spirit* was a disaster so why has Atari made another *Digimon* game? Because they worked out how to make it NOT TOTAL CRAP!

Evil Digimon have taken control over portions of the digital world, but... ah whatever, it's basically a racer, so how does it handle? You'll take part in 13 or so races, fight a boss every 4 races and hey presto the game is complete. But if that, coupled with *Digimon*'s image, makes you think it's a game for five-year-olds, you couldn't be more wrong.

It's actually a polished racer with lots of nice touches: run over a green blob and it sticks onto the screen; jump and your driver will 'digivolve' up to three times and, obviously, a level-three 'mon will kick ass.

There's a fairly bland range of pick-ups and levels to race through, but they don't stop *Digimon Racing* from quenching your racing thirst, at least until *F-Zero GP Legend* speeds in and scorches your eyebrows off.

## Scooby-Doo! 2 Monsters Unleashed

Publisher: THQ  
Release date: Out now  
Price: £29.99  
Players: 1  
Game Save: Password



This confused us at first. Maybe it's because we haven't seen the film or maybe because we got so bored reading endless screens of text and began to wonder when the action would begin. We didn't buy a GBA to read stuff. Neither did you.

The game is set in the Coolsville Criminology Museum, which houses all of the costumes worn by the bad guys who the gang have unmasked over the years. Suddenly a storm breaks out and – oh, no! – the costumes come to life.

You have to capture all of the costumes, destroy the monsters inside them and find out who the hell brought these damn things to life. This would be easy if it weren't for the dodgy controls and poor level design which annihilate any hope of a quick and easy platform romp.

You get to control three of the five characters from Mystery, Inc., but you'll do little more than jump, climb, duck and attack through the 20 painfully simple and often annoying levels. The boss battles and occasional mini-game offer some respite, but it's mostly about reaching the end of a level and collecting a box of Scooby Snacks. That's all. Seriously.

*Monsters Unleashed* may appeal to *Scooby* fans, but hardcore gamers should stay well away – you'll probably find watching the cartoon slightly more exciting.



## Van Helsing

Publisher: Vivendi Universal  
Release date: Out now  
Price: £29.99  
Players: 1  
Game Save: Password

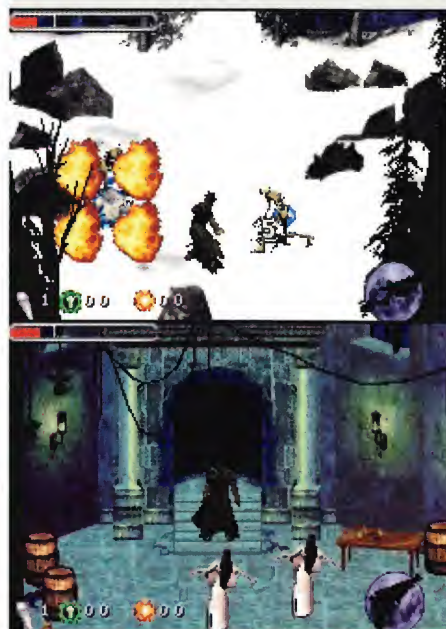


Remember that bit in the movie where Hugh Jackman runs around in a circle trying to hit a ghoul from three yards? Then the fiend strikes him and he slides backwards five feet as a small white 'S' rises out of his chest? Yeah, it was great, wasn't it? Well now you can savour great moments like that on your GBA for slightly less than the price of SIX CINEMA TICKETS.

This is a mediocre game accompanied by a kind of abridged version of the movie, neither of which is any good. Silver-screen escapades and home consoles can dazzle you with flashy effects and loud noises, but it's far harder to hide a dodgy game on the small screen. *Van Helsing* tries to make you look the other way with sharp, slightly spooky graphics and digitised pictures of the cast, but it can't hide forever.

There's a range of weapons, of course, but when you point them straight at a beast and they still miss you'll cringe. The grapple hook's alright, but you never quite get the sense of fun that *Bionic Commando* had. And it gives you passwords instead of saving. Passwords?! This is the 21st century!

You may have seen the film. You may not have. But you HAVE played a video game before. Chances are it was better than this.



**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"IN THE PACK"

71%

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**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"PAW"

54%

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**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"GHOULIES"

52%

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# “No! Like this!”

You've bought 'em, now tell us how you'd change 'em.

## HOW TO GET HEARD

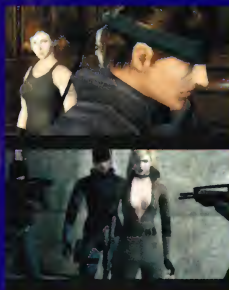
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- **Web!** Check out the [nintendomagazine.co.uk](http://nintendomagazine.co.uk) forums and tell us your thoughts.

**“I just got *Boktai* and I love it, but I think you should be able to play without the sun meter – maybe you could use a lamp instead.”**

Bryan Flint, Cambridge

## Metal Gear Solid: The Twin Snakes

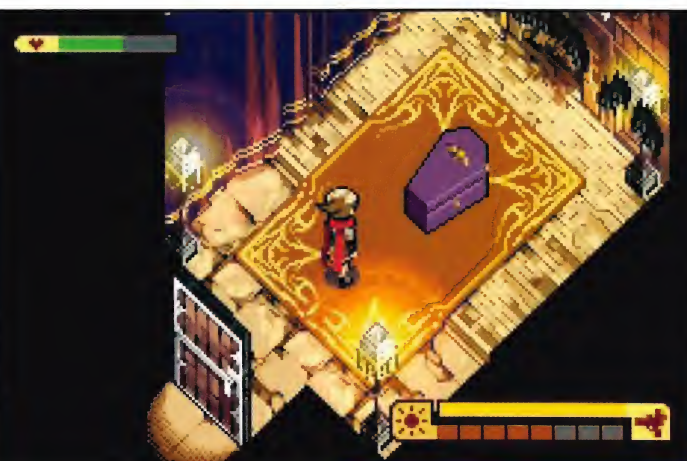


■ What's with the tuxedo? I reckon it makes Snake look a bit dodgy. You should be able wear the ninja's exoskeleton instead!  
**Alex Chiu, Denmead**

■ It's one of the best games on the 'Cube, but not one you can come back to – they should have added multiplayer modes like hand-to-hand combat.  
**Sean O'Doherty, Londonderry**

## Metroid Zero Mission

■ Another great addition to the *Metroid* series and a welcome added ending, but it's short lived. We need MORE! Make it longer next time Ninty!  
**Gerard Havlin, via email**



## Harvest Moon: A Wonderful Life

■ The only way I would improve this game would be if the girls told you what they like and dislike, so you don't give them the wrong thing and mess it up.  
**James Bradshaw, Dublin**

■ I love games that are of the “create your own” sub-genre, but I'm not too keen on the 30 years thing and that you have to play it every single day. What if you went on holiday and forget it?  
**Jonathan Baldie, Woore**



## Pokémon Channel

■ What I think would improve this cold, miserable, disgusting game is if you could control Pikachu and there was a Thunderbolt button. I also hate Pikachu starring at me.  
**Sam Brown, Wirral**

## Pokémon Colosseum

■ This has stunning visuals, but it doesn't include good features from the old *Pokémon Stadium* games on N64, such as rental Pokémon, mini-games and rewarding prizes.  
**Jack Edwards, Eastbourne**

■ *Pokémon Colosseum* is one of the best games I've ever played. The one thing that lets it down is the fact that you can't wander around in the grass and find wild Pokémon like the other Game Boy games.  
**Luke Healy, Salisbury**

## WHAT DO YOU THINK?

*We want to know your views on any Nintendo game, but especially these...*

- 1... *Sonic Advance 3*
- 2... *Mario Golf TT*
- 3... *F-Zero GP Legend*
- 4... *DK Country 2*

- 5... *Phantasy Star Online Episode III: C.A.R.D. Revolution*  
... and anything else you've got burning a hole in your head!

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# Masterclass

**Busting the hardest parts**

**How to...**

## Snag every damn Shadow Pokémon in the mighty Pokémon Colosseum

If those Shadow Pokémon are just too damn sneaky for you, invest a little of your Trainer time in our easy-to-follow guide and soon you'll snag 'em all...

### Purifying Shadow Pokémon

Each Shadow Pokémon can be turned into a normal Pokémon by purifying it. Some Pokémon will take longer than others, but the following methods will work for all:

1. Keep the Pokémon in your party
2. Send the Pokémon into battle
3. Call the Pokémon in battle when it enters Hyper mode
4. Massage it using scents that you can put in the Cologne Case. This item can be found the second time you visit Agate Village. The scents can be bought from the shop in Agate
5. Put the Pokémon in daycare in Agate Village

Once you have purified them you'll need to make a trip to Agate Village. When you get there, take the Pokémon to the stone in Relic Cave. You can also use a Time Flute to completely purify a Pokémon, however there are only three of these rare items in the entire game.

Once you have caught and purified all of the Pokémon in the game, save it with your strongest team and then use them to beat the Colosseum in Colosseum mode. This will unlock the final Shadow Pokémon, the mysterious Ho-Oh!





## Catching Shadow Pokémon

Use normal Poké Balls to catch low-level Pokémon. Later in the game, when you start encountering higher level Pokémon, you should use Ultra Balls. These can be purchased in Outskirt Stand.

Only use the Master Ball to catch Tyranitar and be prepared to catch hard Pokémon such as Metagross and Skarmory by keeping about 20 Ultra Balls in your inventory. You should also have one high-level Pokémon who can send other Pokémon to sleep. When you encounter a tough critter get its health in the red and send it to sleep. Keep it asleep then throw Ultra Balls at it until it succumbs.

### Makuhita (#296)

**LOCATION:** Mayor's House, Phenac City.

**LEVEL:** 30



**TRAINER:** Peon Trudly

### Quilava (#156)

**LOCATION:** Phenac City after beating Peon Trudly. Fight Rosso now and you won't be able to snag the Pokémon of Bluno or Verde until after the game's end. Rosso will show up again either in Snagem Hideout or in the Shadow Pokémon Base.

**LEVEL:** 30



**TRAINER:** Mystery Troop Rosso

### Croconaw (#159)

**LOCATION:** Phenac City after beating Peon Trudly. If you fight Bluno now you can't catch Verde's or Rosso's Pokémon until after you finish the game. Bluno will show up again either in Snagem Hideout or in the Shadow Pokémon Base.

**LEVEL:** 30



**TRAINER:** Mystery Troop Bluno

### Bayleef (#153)

**LOCATION:** Phenac City after beating Peon Trudly. Fight Verde now and you can't catch the Pokémon of Bluno or Rosso until after you complete the game. Verde will show up again either in Snagem Hideout or in the Shadow Pokémon Base.

**LEVEL:** 30



**TRAINER:** Mystery Troop Verde

### Noctowl (#164)

**LOCATION:** Pyrite Town, Battle Square.

**LEVEL:** 30



**TRAINER:** Rider Nova

### Flaaffy (#180)

**LOCATION:** Pyrite Town, Battle Square.

**LEVEL:** 30



**TRAINER:** Street Performer Diogo

### Skiploom (#188)

**LOCATION:** Pyrite Town, Battle Square.

**LEVEL:** 30



**TRAINER:** Rider Leba

### Quagsire (#195)

**LOCATION:** Pyrite Town, Battle Square.

**LEVEL:** 30



**TRAINER:** Bandanna Guy Divel

### Misdreavus (#200)

**LOCATION:** Pyrite Town, Battle Square.

**LEVEL:** 30



**TRAINER:** Rider Vant

### Slugma (#218)

**LOCATION:** Pyrite Town, Battle Square.

**LEVEL:** 30



**TRAINER:** Roller Boy Lon

### Furret (#162)

**LOCATION:** Pyrite Town entrance after speaking to a person in the Colosseum.

**LEVEL:** 33



**TRAINER:** Cail

### Yanma (#193)

**LOCATION:** Pyrite Town after becoming champion. Also found in Snagem Hideout.

**LEVEL:** 32



**TRAINER:** Cipher Peon Nore

### Remoraid (#223)

**LOCATION:** Pyrite Town roof. Also found after finishing the game in Miror B's hideout.

**LEVEL:** 20

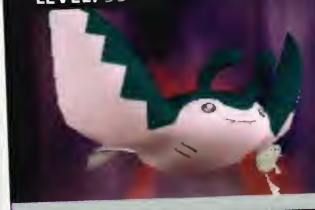


**TRAINER:** Miror B. Peon Reath

### Mantine (#226)

**LOCATION:** Pyrite Town roof. Also found after finishing the game in Miror B's hideout.

**LEVEL:** 33



**TRAINER:** Miror B. Peon Ferma

### Qwillfish (#211)

**LOCATION:** Pyrite Town roof just before the caves.

**LEVEL:** 33



**TRAINER:** Hunter Doken



## Meditite (#307)

**LOCATION:**  
Pyrite Town, Cave.

**LEVEL:** 33



**TRAINER:** Rider Twan

## Dunsparce (#206)

**LOCATION:**  
Pyrite Town, Sewer.

**LEVEL:** 33



**TRAINER:** Rider Sosh

## Swablu (#333)

**LOCATION:**  
Pyrite Town, Cave.

**LEVEL:** 33



**TRAINER:** Hunter Zalo

## Sudowoodo (#185)

**LOCATION:**  
Pyrite Town, Cave.

**LEVEL:** 35



**TRAINER:** Cipher Admin Miror B

## Hitmontop (#237)

**LOCATION:** Agate Village Relic Cave and later in Shadow Pokémon Lab.

**LEVEL:** 38



**TRAINER:** Cipher Peon Skrub

## Entei (#244)

**LOCATION:** Mt Battle. It can also be found later in the first right room of Realgam Tower.

**LEVEL:** 40



**TRAINER:** Cipher Admin Dakim

## Ledian (#166)

**LOCATION:** The Under. Can also be found in Snagem Hideout as an ambusher.

**LEVEL:** 40



**TRAINER:** Cipher Peon Kloak

## Suicune (#245)

**LOCATION:** The Under, TV station and later in Realgam Tower.

**LEVEL:** 40



**TRAINER:** Cipher Admin Venus

## Gligar (#207)

**LOCATION:** The Under, subway stairs after defeating Venus. Later in Snagem Hideout.

**LEVEL:** 43



**TRAINER:** Hunter Frena

## Stantler (#234)

**LOCATION:** The Under, subway stairs after defeating Venus. Later in Snagem Hideout

**LEVEL:** 43



**TRAINER:** Chaser Liaks

## Piloswine (#221)

**LOCATION:** The Under, subway stairs after defeating Venus. Later in Snagem Hideout.

**LEVEL:** 43



**TRAINER:** Body Builder Lonia

## Sneasel (#215)

**LOCATION:** The Under, subway stairs after defeating Venus. Later in Snagem Hideout.

**LEVEL:** 43



**TRAINER:** Rider Nelis

## Aipom (#190)

**LOCATION:**  
Shadow Pokémon Lab.

**LEVEL:** 43



**TRAINER:** Cipher Peon Cole

## Murkrow (#198)

**LOCATION:**  
Shadow Pokémon Lab.

**LEVEL:** 43



**TRAINER:** Cipher Peon Lara

## Forretress (#205)

**LOCATION:**  
Shadow Pokémon Lab.

**LEVEL:** 43



**TRAINER:** Cipher Peon Vana

## Ariados (#168)

**LOCATION:**  
Shadow Pokémon Lab.

**LEVEL:** 43



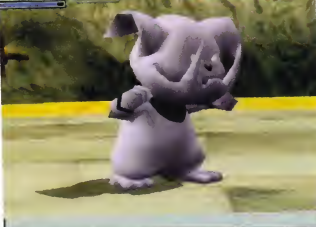
**TRAINER:** Cipher Peon Lesar



## Granbull (#210)

**LOCATION:** Shadow Pokémon Lab.

**LEVEL:** 43



**TRAINER:** Cipher Peon Tannie

## Vibrava (#329)

**LOCATION:** Shadow Pokémon Lab.

**LEVEL:** 43



**TRAINER:** Cipher Peon Remil

## Raikou (#243)

**LOCATION:** Shadow Pokémon Lab and again later in Realgam Tower.

**LEVEL:** 40



**TRAINER:** Cipher Admin Ein

## Delibird (#225)

**LOCATION:** Realgam Tower. Later in Snagem Hideout as an ambusher by save point.

**LEVEL:** 45



**TRAINER:** Cipher Peon Arton

## Sunflora (#192)

**LOCATION:** Realgam Tower. Later in Snagem Base as an ambusher by the save point.

**LEVEL:** 45



**TRAINER:** Cipher Peon Baila

## Heracross (#214)

**LOCATION:** Realgam Tower, after unlocking door. Later as ambusher in Snagem Hideout.

**LEVEL:** 45



**TRAINER:** Cipher Peon Dioge

## Skarmory (#227)

**LOCATION:** Realgam Tower elevators. Later in Snagem Hideout (your final chance).

**LEVEL:** 47



**TRAINER:** Snagem Head Gonzap

## Miltank (#241)

**LOCATION:** Realgam Tower Colosseum.

**LEVEL:** 48



**TRAINER:** Bodybuilder Jomas

## Absol (#359)

**LOCATION:** Realgam Tower Colosseum.

**LEVEL:** 48



**TRAINER:** Rider Delan

## Houndoom (#229)

**LOCATION:** Realgam Tower Colosseum

**LEVEL:** 48



**TRAINER:** Cipher Peon Nella

## Tropius (#357)

**LOCATION:** Realgam Tower Colosseum.

**LEVEL:** 49



**TRAINER:** Cipher Peon Ston

## Metagross (#376)

**LOCATION:** Realgam Tower Colosseum.

**LEVEL:** 50



**TRAINER:** Nascour

## Smeargle (#235)

**LOCATION:** Snagem Hideout after beating the game.

**LEVEL:** 45



**TRAINER:** Team Snagem Biden

## Ursaring (#217)

**LOCATION:** Snagem Hideout after catching Smeargle.

**LEVEL:** 50



**TRAINER:** Team Snagem Agrev

## Shuckle (#213)

**LOCATION:** Beat the Deep Colosseum four times.

**LEVEL:** 45



**TRAINER:** Deep King Agnol

## Togetic (#176)

**LOCATION:** Outskirt Stand after catching all Pokémon.

**LEVEL:** 20



**TRAINER:** Shady Guy



HOW TO...

Grab all the  
TMs you need

# Fighting fit

Where are *Colosseum's* TMs? Right here! What are you, blind?!

TM TYPE	HOW TO GET IT
TM01 Focus Punch	win battle one at the Pyrite Colosseum
TM02 Dragon Claw	win battle four at the Deep Colosseum
TM05 Roar	win battle three at the Pyrite Colosseum
TM06 Toxic	reward for completing Phenac Colosseum
TM07 Hail	win battle two at the Pyrite Colosseum
TM10 Hidden Power	purchase in The Under shop for ¥3,000
TM11 Sunny Day	win battle two at the Phenac Colosseum
TM12 Taunt	win battle one at the Deep Colosseum
TM13 Ice Beam	purchase at Mt. Battle for 4,000 Coupons
TM14 Blizzard	purchase at The Under shop for ¥5,500
TM15 Hyper Beam	purchase at The Under shop for ¥7,500
TM16 Light Screen	purchase at The Under shop for ¥3,000
TM17 Protect	purchase at The Under shop for ¥3,000
TM18 Rain Dance	win battle one at the Phenac Colosseum
TM19 Giga Drain	win battle three at the Phenac Colosseum
TM20 Safeguard	purchase at The Under shop for ¥3,000
TM22 Solarbeam	win battle four at the Phenac Colosseum
TM23 Iron Tail	win battle four at The Under Colosseum
TM24 Thunderbolt	purchase at Mt. Battle for 4,000 Coupons
TM25 Thunder	purchase at The Under shop for ¥5,500
TM26 Earthquake	in a Chest in the Shadow Pokémon Lab
TM27 Return	reward for beating Phenac City Pre Gym Leader Justy
TM29 Psychic	purchase at Mt. Battle for 3,500 Coupons
TM30 Shadow Ball	win battle three at The Under Colosseum
TM31 Brick Break	win battle four at the Pyrite Colosseum
TM32 Double Team	purchase at Mt. Battle for 1,500 Coupons
TM33 Reflect	purchase at The Under shop for ¥3,000
TM35 Flamethrower	purchase at Mt. Battle for 4,000 Coupons
TM36 Sludge Bomb	win battle two at The Under Colosseum
TM37 Sandstorm	win battle one at The Under Colosseum
TM38 Fire Blast	purchase at The Under shop for ¥5,500
TM41 Torment	beat Rollerboy Mikey in Phenac City
TM44 Rest	win battle three at the Deep Colosseum
TM45 Attract	in a chest near where you fight Venus in The Under
TM46 Thief	release one of the Prisoners of the Pyrite City Jail
TM47 Steel Wing	in a chest in the lobby of Mt. Battle
TM48 Skill Swap	win battle two in the Deep Colosseum
TM49 Snatch	in a chest in Miror B's Lair





# Cut the corner

Check out this sweet short-cut for DK Mountain in *MK:DD...*



After the first right hairpin, turn early into the second and swing into the left bank as you exit.

HOW TO...

**Skip the chicane of death!**



Now turn sharply to the right using the steep bank to help you swing the kart around towards the cliff.



You should leap just left of the wooden barrier and land on the exit of the final hairpin. Scorebag!

## Wet-tricks

HOW TO...  
**Get through the Sanctuary**

What's this? *Prince of Persia: The Sands of Time*'s confusing Sanctuary puzzle made simple. Cheers, **NOM!**



Plenty of you must have missed our *Prince of Persia* guide in issue 139, because loads of you are still asking us how to get through the multiple-door puzzle in the Sanctuary. It may seem complicated, but the whole puzzle is a piece of cake using this sneaky trick.

Turn up the sound on your telly. Now stand the prince close to each door and listen out for the sound of dripping water. If you can hear it, that's the correct door to take. Do this in each of the multi-door rooms and you'll get through without a problem.

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| Dragonball Z: L. of Goku 2 | Pokemon Blue              | The Suffering                  |
| Dragonball Z: L. of Goku   | <b>Pokemon Colosseum</b>  | The Two Towers                 |
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Not so many cheats this month – instead we focus on how to get the most out of your games.



# Official Cheats

## METAL GEAR SOLID: THE TWIN SNAKES

### Gear up for a mental mountain of Metal

Ever wanted to see Solid Snake slither around in Meryl's costume? You twisted little... ah, anyway, just follow the instructions to enjoy

Sneak's extras, be it cross-dressing or the extreme-difficulty setting, the choice is entirely yours...

#### Unlock...

#### How...

Bandanna and unlimited ammo	complete game once with Meryl's ending
Boss Survival mode	complete game with either ending
Extreme difficulty	complete game once through
Meryl's demo tape	complete game once getting Meryl's ending (by not submitting to the torture of Ocelot)
Meryl's costume	complete game twice while getting Meryl's ending
Otocon's costume	complete game twice while getting Otocon's ending
New ending theme song	Complete game three times
Otocon's demo tape	complete game once and submit to Ocelot's torture
Stealth camouflage	complete game in the same fashion as above
Sneak's Tuxedo costume	complete entire game twice with either ending



## POKÉMON CHANNEL

### Get your Channel hopping

It's not a really great game, it's not even really a game, but *Pokémon Channel* still deserves to be on this page. Why? Because of its unlockable goodness.

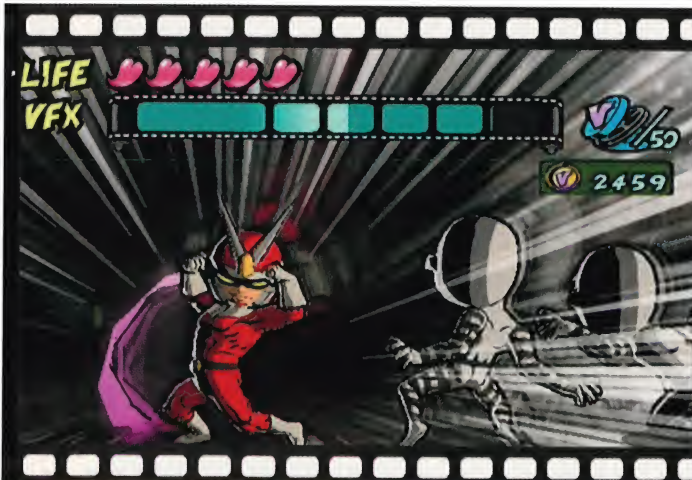
#### Unlock...

#### How...

Jirachi	watch all five Pichu Bros. Choose download on Options menu
All varieties of the nine Pikachu Nice Cards	collect 101 different kinds of Nice Cards
Full English Pichu Bros. movie	after the sixth day, find in crates
Hosted by Kasumi disc	Togepi will give this disc to you on the sixth day
Pichu Bros. second part	play Pokémon Channel on the second day
Pichu Bros. third part	play Pokémon Channel on the third day
Pichu Bros. fourth part	play Pokémon Channel on the fourth day
Pichu Bros. fifth part	find in the Ruins of Truth
Prime binder	collect 50 different kinds of Nice Cards
Superior binder	collect 25 different kinds of Nice Cards







## VIEWTIFUL JOE

### See everything Joe has to offer

We won't stop going on about *Viewtiful Joe*, will we? That's because it's the nuts. Play as Joe's girl, Sylvia or his mentor, Captain Blue. Although these won't improve the characters' performance it's a laugh nevertheless. Check out Joe's music video, too. Get in!

Unlock...	How...
Alastor	beat game in V-Rated mode
Captain Blue	beat game in Ultra V-Rated mode
Super mode	get Rainbow V rank on all stages. Start new game. Select character with <b>Z</b>
Sylvia	beat game in Adult mode
V-rated mode	beat game in Adult mode
Ultra V-rated mode	beat game in V-rated mode
VJoe music video	clear game on any difficulty and save

## SERIOUS SAM

### Sam, blam, thank you, ma'am!

*Serious Sam* may not be the best game in the history of First Person Shooters, but it's certainly one of the bloodiest.

If you're bored of all the killing have a stab at unlocking these lost levels. On the main level-select screen press the **Y** button to enter The Lost Levels menu. Let's get serious...



Unlock...	How...
Ancient Rome – Addressing the Senate	9 Golds
Ancient Rome – Caesar's Sanctum	12 Golds
Ancient Rome – Praetorian Camp	3 Golds
Ancient Rome – The Forum of Trajan	7 Golds
Ancient Rome – The Forum of Romanum	5 Golds
Feudal China – The Gate of Supreme Harmony	18 Golds
Feudal China – The Silk Road	15 Golds
Legendary Atlantis – The Corridors of Power	26 Golds
Legendary Atlantis – The Geothermal Tunnels	24 Golds
Legendary Atlantis – The Steam Tower	22 Golds
The Gallery	31 Golds

## BOKTAI: THE SUN IS IN YOUR HAND

### That weird smell is fresh air

*Boktai*. Look at it. It thinks it's so clever with its sun sensor and its crazy Japanese coolness. It won't be so clever when it sees you coming towards it with these codes though. In fact it may be a little bit scared. You'll lay its secrets bare. Everything from the Pink Solar Tree to the sound test, which you may or may not ever want to use.

Unlock...	How...
Pink Solar Tree	gather at least 1,500 Sols
Chaos Battery	complete the game on Hard setting
Dark Lens	complete the game once
Phantom Frame	complete the game twice
Sound test	collect over 30 Silver Coins in the game
Hard mode	complete the game once



## PITFALL: THE LOST EXPEDITION

### A pit full of venomous codes

Ever wondered whether the original 1980s classic *Pitfall* was better than this year's GameCube remake? Opinion is divided, but *NOM*'s crusty older generation still love it, even if Mike thinks it's broken.

Not interested in that? Well how about playing as hot chic Nicole then? Now you're moving in the right direction. If any of these appeal, just hold **L** + **R** at the title screen and then hit the following buttons. Enjoy!

Press...	Extras gained...
<b>Y, B, X, Y, B, A, B, X</b>	unlimited Canteen
<b>Y, Y, Y, Y, Y, B, A, A, X</b>	original <i>Pitfall</i>
<b>Y, Y, X, A, X, Y, Y</b>	Hyper Punch mode
<b>Y, A, Y, A, Y, A, A</b>	play as Nicole





# Hintendo

This month the league starts again, so make sure you get your scores in to us!

## HALL OF FAME



### ALL TIME GREATS

#### FINAL STANDINGS FOR PRESENT LEAGUE...

Player.....	Credit(s).....	Player.....	Credit(s).....
1. John Zeepvat.....	65	6. Stephen Dale.....	27
2. Daniel Lamb.....	53	7. Jonathan Orman.....	26
3. Dave Every.....	47	8. Adam Moss.....	21
4. Mark Dormer.....	43	9. Rowan/Josh Brunswick....	19
5. Ben La Brooy.....	30	10. Riyaz Bhaiyat.....	14







LEVEL	RANK	NAME	SCORE
<b>WARIO WARE, INC. (GBA)</b>			
JUMP FOREVER	1st.	Mark Dormer	184
	2nd.	Rowan/Josh Brunswick	174
	3rd.	Daniel Lamb	171
<b>DONKEY KONG</b>			
	1st.	Mark Dormer	1,677,000
<b>COUNTRY, CHIMP</b>			
	2nd.	Stephen Dale	268,400
<b>CAVERNS DANCE...</b>			
	3rd.	Paul Cervi	201,000
<b>BURNOUT,</b>			
	1st.	Ben La Brooy	2'06''033
<b>BEST LAP ON</b>			
	2nd.	Jonathan Orman	2'10''859
<b>HARBOR TOWN...</b>			
	3rd.	Tim Slater	2'13''973
<b>F-ZERO GX,</b>			
	1st.	Dave Every	2'43''083
<b>AEROPLIS,</b>			
	2nd.	Jonathan Orman	2'47''234
<b>DRAGON SLOPE...</b>			
	3rd.	Ben La Brooy	2'49''027
<b>MARIO KART 64</b>			
	1st.	Daniel Lamb	1'50''45
<b>BEST TIME, KOOPA</b>			
	2nd.	Mark Dormer	1'51''49
<b>TROOPA BEACH...</b>			
	3rd.	Stephen Dale	1'57''92

## INSERT COIN(S)

Every four months, NOM UK will crown the top player and award them a mystery prize. Players finishing the league in second and third place will also get a prize. You won't win anything for winning a monthly competition, but your Credits will count towards your ALL TIME GREATS total. This month's scores are the Final Standings of the present league.

How Credits are scored...

First Place . . . . . 10  
Second Place . . . . . 5  
Third Place . . . . . 2  
Qualify . . . . . 1

NOM UK requires proof of your exploits - a photo, print-out or video will do, but make sure we can clearly see the score.

No cheating is allowed and any suspicious

entries will be fireballed by Mario.

The closing date for this issue's challenges is June 29th! Send your entries to Nintendo Hall of Fame, Nintendo Official Magazine UK, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UH. Alternatively you can email them to michael.jackson@emap.com. Make sure you include a picture or you won't get you mug in the mag.

**N0 1.**  
**WARIO WARE, INC. (GBA)**  
Highest score on  
Skateboarding challenge.  
Qualifying Score: 50

**N0 2.**  
**WAVERACE: BLUE STORM**  
Best time on Normal level,  
Ocean City Harbor.  
Qualifying Time: 2'30''000

**N0 3.**  
**BURNOUT 2: POINT OF IMPACT**  
Crash Mode, Down Hill  
Demolition. Qualifying  
Score: \$50,000,000

**N0 4.**  
**F-ZERO GX**  
Best lap, Emerald Cup,  
Big Blue, Ordeal.  
Qualifying Time: 1'10''000

**★★ RETRO CHALLENGE ★★**  
**GOLDENEYE 007 (N64)**  
Get the most kills in 20  
minutes on Facility level.  
Qualifying score: 125



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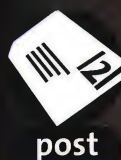
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# We Can't Wait

**NEW PICS!**





# For These...



## Mario Tennis

They showed it on the big screen at the Nintendo Conference and they showed it on big screens at the show. We didn't play this. Nobody did and we're not going to lie to you. There's no disputing the fact that it looks awesome though and much more of a leap on from its predecessor than the new *Mario Golf: Toadstool Tour* has managed.

Check out those Luigi's Mansion Court screens. There are ghosts flying about everywhere. It's like the boys have taken a five minute break from that game and come out the front to hit a few balls around. Ditto on the Isle Delfino Court, where that trademark goo muckies up our heroes as they play. Add in a ton of tennis-based mini-games and all sorts of crazy racquets, and it's game, set and match Nintendo.







## Spider-Man 2

This is going to be extremely cool. It's basically *GTA* as Spidey zips about Manhattan as he pleases, taking on missions in the order he wants. The fighting is a massive improvement on the last game and you'll be spending a lot of time at street level introducing fist to face. But it's the swinging that makes this. That's the whole point of being Spider-Man, apart from getting a close-up view of Kirsten Dunst's chest in that rain-lashed alleyway. It's all shaping up to be better than waking up with a big hairy spider in your mouth, laying eggs down your throat.







## TimeSplitters: Future Perfect

We've seen time travel in games many times before, but *TimeSplitters 3* has some extra-special time-warping tricks. On the train level we played in the E3 demo, we blasted enemies that were attacking our future self so that he could destroy a helicopter that blocked our path.

A few minutes later we went back in time through a warp and found ourselves shooting down that same helicopter while our past self kept the enemies at bay. Take a moment to think about that. Then be wowed. It's going to be cool.

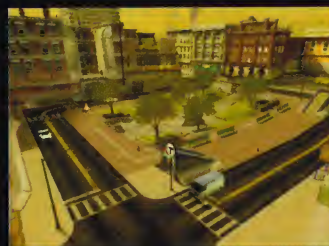


## Banjo Pilot (GBA)

Confession time. We sneaked into the Xbox Conference at E3. It was rubbish and then they got Muhammad Ali up on stage at the end to try and disguise it. Anyway, despite going Xbox-green, Rare is still rattling out GBA games. Here are the latest shots of *Banjo Pilot* to prove it. Looks okay, doesn't it? Fancy some other Rare-related tidbits? Ken Lobb was quoted as saying Rare has received DS development machines (!) and that *It's Mr Pants* was ready for release, but THQ are having second thoughts. We're not sure if we believe the first part of that.







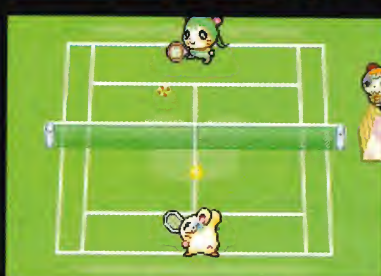
Dom's long gone, but he sure loved his *Tony* games and if he saw this he'd pee in his knickers. He wouldn't have been alone though, 'cos this looks great. International cities are now on the agenda as you take sides, either Team Hawk or Team Bam, pulling combos not only on your board but also taking control of some wicked two-wheeled machines.





## Hamtaro: Ham-Ham Games (GBA)

Hi, Dean Scott here. Previously, I thought the only Hamtaro game I'd enjoy would be *Dean Kills All The Ham-Hams With A Ham-Hammer*. Then this olympic madness exploded like a love bomb in my heart. What's cooler than hamsters pole-vaulting? Nothing! That's the absolute zenith, basically. The only thing that can spoil this is if the little swines insist on babbling crap like "Kappy-Kappy" as they're blazing down the track.



## Call Of Duty: Finest Hour

Looking at these screens, we think that all soldiers involved in World War II deserve some kind of medal of honour. Medal of Honour... wouldn't that make a great game name? Maybe drop the U though so the Americans like it. Anyway, we saw this at E3 and it looked pretty damn fine. There's carnage aplenty – especially in the Stalingrad level. It's not a port of the PC game either: it's been rebuilt for 'Cube with a stack of new levels. Hopefully we won't be handing out a medal of dishonour later this year.





# Quill's Mail

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The best letters win prizes. The worst ones are pecked to death.

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Centre, Peterborough,  
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### SMS

Send 'TXT', add a space then  
your text. Send it to 84070

## Win! Win! Win!

This month's Star Letter  
wins a GBA SP and a copy of  
*F-Zero GP Legend*. Four lucky  
runners-up win a copy of  
the game.  
Start your  
engines...



## Wind whinger

>> Yesterday I walked into a store and went over to the 'Cube section. I looked into a bargain bin and what, to my horror, did I find? The *Zelda Collector's Edition* disc! They were selling it for £8.99! All the fans sweated to get one from the Stars catalogue and now it's in a bargain bin! It's just plain out of order!  
Greg Hill, Kent

Chill, Greg. It doesn't make your disc any less packed with Hyrulian goodness. And the more discs there are, the more people will feel the magic of *Zelda*, especially with the new realistic Link due next year!

## Mario martyr

I love Nintendo so much I would die for it, but some people say that it will not last very far into the future and I

sometimes agree. Even though the 'Cube has better graphics, people still buy the PS2. And they say *Final Fantasy* is better than *Zelda*! Every Ninty fan should help convert PlayStation followers to 'Nintendoism'. Nintendo has classic games like *A Link to the Past* and *SSBM* to thrill new fans, but overall, it's us, the true believers, who will determine Nintendo's fate.  
Edward Oakes, Co. Meath  
Nintendo inspires staggering devotion among hardcore gamers and you guys are what keeps the Big N in business. And if you're still willing to die, Kingsley needs a whole new set of internal organs, so he'll gladly take yours off your hands.

## CD-WRONG?

I bought NOM #140 the day it came out and when I saw the NES CD-ROM I was ecstatic. But when I took it out of the bag I noticed a little message on the back, "From 1943 to *Zelda*, you'll be able to read and watch some of the best

games ever created for the NES". Read and watch?! We don't want to read and watch, we want to PLAY!

Kai Walledge, Nairn

We've had a few readers mention their confusion over NOM #140's cover gift. In our defence there's a big word on the bag that says WATCH. It's pretty easy to spot. What's more, with Nintendo mining its back catalogue for remakes and reissues, it's unlikely we'll be giving away any retro games anytime soon. Soz.

## Wishful thinking

Thanks for NOM #139's NES Control Pad keyring – it was the best. Whatever will you think of next? How about a *Pokémon* dartboard? (please)  
Laura Moffat, Inverness  
With Pika-yellow and Treecko-green darts? Now you're talking! Anyway, we always want to hear your ideas for free gifts, unless they start with "I want a demo" and end in "disc".

## The Things You Send Us

We're getting a bit scared now...



1. Faed Shadid of Hackney sent these fab Mario and Luigi sculptures. Perhaps they're based on the twosome's visit to the Mushroom Hospital's burns unit after battling Bowser. Perhaps not. But where are your caps, boys?
2. Look at this GBA 2 design sent in by Alex Orford of Solihull. Not only can you speed up or slow down the gameplay, but it looks a bit like a DEKU LEAF! You win a prize!
3. Charlie Witham-Kozma of Worthing sent us this Monkey Ball car. NOM's Mark has just bought a new Alfa, but now he wants one of these. He can't have it though.
4. This cool pencil case came from Neil Paterson of Fife. It's an official product from 1992, so Neil wants it back. Damn it!
5. Thanks to Matthew Kershaw of Suffolk who sent in this future edition of NOM. According to Matt, "although it's hardback and contains over 3,000 pages, it has a great cover price of only £4.50". 3,000 pages a month? We'd better get at least one more Staff Writer...



## Dirty trick

I'm sick and tired of playing my GBA and then hearing my mum shout "bath-time – turn that thing off now". So why don't Nintendo make an underwater case so that I can play on in the tub?

*Aaron Jones, Kidwelly*

It's a problem that affects us all. Waterproof covers for your GBA are available on the internet, although they aren't endorsed by Nintendo. Ever tried a sand bath?

## Dream another dream

Wouldn't it be great if one day Sony, Nintendo and Microsoft joined together to make a massive and successful games company. Why haven't they done this already?

*Antonino Gitto, Derby*  
Rumour has it a combined console from all three major manufacturers had to be pulled from the E3 line-up at the last minute. Alas, the Nincrosofty Bullshifter was broken by Dean as he tried to hide it up his jumper.

## Pair of spanners

Me and my friend are having a *Zelda* argument. He thinks Hyrule is pronounced "Hi-rool" and I think it's "High-rool". Please tell us who's right.  
*James Warwood, Rossett*  
Hi-rool or High-rool?! Umm... the good news is they both sound right to us, because they both sound EXACTLY THE SAME – like "Hy-rule". The bad news? Now you guys need to go back to the secure hospital.

## We want Wars

I recently got *Advance Wars 2* on GBA and even though it's mini and anime styled, it's one of the best games I've ever played. I've spent many a night furiously trying to unlock a new CO or sending tanks in to capture bridges. But what I really want is *Cube Wars*. Please tell Shigsy to do it next time you see him!

*Michael Teckman, Shipston-on-Strour*

You must have been praying pretty hard, Michael, because it looks like Shigsy heard you. Check out *Advance Wars: Under Fire* in our E3 special and give thanks.

## Go, Knackeredmon!

Leading off from Robert Gardner's email last month (Load of Poké Balls), I agree with him on some aspects. Nintendo does seem to rely on the *Pokémon* games to uphold the reputation of the GBA. As successful as it is, *Pokémon* is getting tedious. Creating a random bunch of 150 monsters for each new game can't be satisfying for gamers if the gameplay is the same.  
*Andy Noble, Tyne and Wear.*  
We reckon there's enough fresh stuff in every new *Pokémon* adventure to keep fans satisfied, but the formula has to remain consistent or it just wouldn't be *Pokémon* anymore. Are fans getting bored? That's anything but true. Just check out our report on the *Pokémon* Battlemaster Final if you don't believe us!

## Fresh blood?

**STAR LETTER**

We all agree that Nintendo makes the best games, but it seems to have run out of ideas when it comes to new genre-defining characters and franchises. Mario, Link and Samus have all been around for nearly as long as video games themselves and we all love them, but where are the new generation? Obviously it's tough to make a new character or series that's as good as an established icon – look at Crash Bandicoot's sorry ass – but all we've had recently is *Pikmin*.

*Sam Craddock, Lincoln*

Good point, but what's wrong with *Pikmin*?! What's *Pikmin* ever done to you?

It seems unlikely that video games in their present form will ever create such luminaries as Mario and Link

again. But new characters will come along as new ideas and technologies take shape, just as the old favourites will adapt and stamp their mark in new ways and on new platforms. In 20 years' time you'll all be worshipping at the feet of Professor E Gadd's virtual reality haunted coffee game. Yabbo-yabbo, chup-chup!

## Ask the Deku Tree!

Q: I've heard that there's a 202nd Pokémon in *Ruby* and *Sapphire* called Deoxys – is this true?

*Stephen Goulding, Derbyshire*

A: Deoxys (#202 in the Hoenn Regional Pokédex, #386 in the National Pokédex) certainly exists, but cannot be caught in *Ruby* and *Sapphire* by regular means.



Q: In *Super Mario Bros. 3*, how come a LEAF gives you a RACCOON suit? And besides, raccoons can't fly anyway! And what the hell is a Tanooki?

*Haydn Woods, East Yorkshire*

A: A Tanooki is a special kind of flying raccoon that hides in leaves. Yes, leaves are indeed good.

Q: Does Jirachi (the special gift from *Pokémon Channel*) evolve and, if it does, what does it evolve into and how?

*Nathaniel Spencer, Wisbech*

A: Sadly, Jirachi does not evolve. Not even a little bit.

Q: Your *Pikmin 2* preview was great and the e-Cards look cool, but will we ever get to see the e-Reader in the UK?

*Aaron Cotton, Bath*

A: Sadly, no. Nintendo now has no plans to release the e-Reader in Europe. Sorry, Aaron.

Q: I really wanna play *PSO III* online – where can I get a GameCube keyboard from?

*Ian Carr, Norfolk*

A: Try the Datel Powerboard – you can find it at [www.datel.co.uk](http://www.datel.co.uk).

Q: When will the Memory Card 1019 be released? I'm running out of space!

*Graham Bell, Southampton*

A: It's released Stateside on June 7th. Expect a European release soon after.

Q: There's no way I'm shelling out £40 on *R: Racing* just to get a copy of *Pac-Man VS*, even if it is cool! Is there any chance of it being released on its own?

*Justin Beech, Middlesex*

A: About as much chance of an ice cube remaining frozen after it's fallen into Hell and been crushed by a burning asteroid that's fallen on top of it. It was on the US re-release of *Pac-Man World 2* though.





## More from the **NOM UK** forums...

Get over to [www.nintendomagazine.co.uk](http://www.nintendomagazine.co.uk) and get involved

### Koolermax

Who's the best baddy of all time? Probably Ganon because he just kicks ass

### Billyham

best bad guy ever...meta ridley

### Koolermax

SA-X from *Fusion* – never have we seen a baddy so slim and slick

### bigpokefan

you mean the coolest, or the baddest? meta ridley gets my vote

### dinsfire

1. Ganon, 2. Gruntilda, 3. Bowser

### Jonaz3

The baddest is the wizard guy out of *A Link to the Past* on SNES.

### Hustler\_Kid

The edges on *Super Mario Bros.* They make me so mad!

### Dean\_NOM

Dave McComb, Pokémon Tour

### Broken\_Angel

1. Death (*Terranigma*; SNES), 2. Dark Gaia (*Illusion Of Time*; SNES), Kaptain K. Rool (*Donkey Kong Country 2*; SNES), 4. Legion (*Shadowman*; N64), 5. SA-X (*Metroid Fusion*; GBA)

### DeanLinkHaila

SA-X almost made me cry.

### Gohdan

Ganon, because he has his own legacy

### Tensaki

I have *Illusion of Time* and Dark Gaia isn't that hard

### Broken\_Angel

*Secret of Mana*, the mana fortress at the end was a right bitch 2 finish

### DeanLinkHaila

Yup that stupid flamey enemy as the last boss – EVIL! Grrrrr

### Broken\_Angel

the dragon at the end of *Ikaruga* is rock hard 2! i broke the shoulder buttons on that 1!

### rastagamer

Bowletta on *Mario and Luigi*

### Vexware

Has no-one played *Metal Gear Solid*?! Psycho Mantis is literally 'the daddy'.

### Broken\_Angel

the SA-X is scary, especially when you think it's left the room and it returns

### softy12

It has to be Meta-Ridley in *Prime*.

The cut scene before you face him is stunning.

### Yellowytails

I think ganon from *lozwww* cause it's a stunning battle you don't have to worry about losing magic or arrows in.

### nintyninja

that was far too easy.

### gigguk

That battle was easy, not what i would expects for an end of game boss fight

### Zigzagoon

Games are too easy these days. Bring back *Jet Set Willy* (ZX Spectrum.)

### dinsfire

Ever beat Mizar on *Jet Force Gemini*?

### Zigzagoon

No, he is evil! I still have nightmares.

### bigpokefan

i think Dave McComb is cool!

### antsteruk

You're on your own there.

**Are this lot talking rubbish?  
Why not have your say at  
[www.nintendomagazine.co.uk](http://www.nintendomagazine.co.uk)**



## Spotted!

### RUNNER-UP

#### A letter from Lylat

A couple of weeks ago I went round a friend's house, only to discover she lives in Andros Close. Pretty amazing, I thought.

Chris Church, Ipswich

Even more amazingly, Chris' friend is called Ms S Fox!! Except that last bit isn't true.



#### He's behind you!

Here's me, my globe-trotting copy of *NOM* and an angry looking AT-AT walker at the world famous MGM Studios in Florida – I reckon that's got to be a good 8,000 miles.

John Davidge, West Sussex  
Now you're talking. Any chance you got that bad boy back through Customs? The AT-AT, not the mag.



### RUNNER-UP

#### The grass IS always greener

I have just bought a GameCube, having sold my Xbox after two-and-a-half years and it's down to the games. Powerful graphics and fancy this and that don't make great games. Both Microsoft and Sony have forgotten a little something called GAMEPLAY.

I just got bored with all those shooting and driving games which dog both the other machines. Nintendo is all about easy to pick up and play escapism – that's why I still get my N64 out of the loft. I just wanted to say thanks for having me back.

Colin Mitchell, East Sussex.

We're glad to have you back, Colin. And just look at all the stunning stuff you've got to look forward to over the next year! A brand-new *Zelda* game, *Metroid Prime 2*, *Paper Mario 2*... the 'Cube is gonna rock right up until the N5's christening party... and probably beyond.

### Stop it!

I got the free disc with last issue and noticed something particularly weird and wonderful about the cover. When you shake the cover from side to side while staring at the red NES letters it looks like the NES is trying to catch up with the rest of the case!  
Jamie McGookin, Ayrshire  
Don't do it then.

### Talking rubbish?

What's with your free gifts lately? Recently it's been all rubbish NES stuff. The NES itself isn't rubbish, but the gifts were. The magnet was the wrong colour – the rectangles in the centre are supposed to be brown, not grey. And the CD-ROM was even worse – you should have put videos on it, but all it had was a screenshot and some text. Anyway, enough criticism. Why not give away some classic N64 stuff?  
Brian Byrne, Co. Tipperary  
First things first, it wasn't a MAGNET it was a KEYRING, okay? Did you not notice it





## Spotted!

### It's a dog's life

I've always thought that my dog looks like Pikachu and here's the evidence to prove it. I am even considering painting her yellow and hooking her up to a car battery to enhance the look! What do you guys think?

Ryan Hawtin, Leicester.

NOM does not endorse the painting or electrifying of small dogs, even for Pokémon-related cosmetic purposes.



falling off metal surfaces? We hold our hands up about the brown rectangles, though – you can't get the suppliers these days. As for the CD-ROM something must be broken, probably you – it's got full video on it! Try moving your mouse up to that little play button at the top. As for the N64, we've got some very special goodies lined up for future issues.

### Reissue, repackage...

Why does Nintendo constantly bring out remakes for the GBA? Whatever happened to something called innovation? I mean how often do you see brand-new games for the GBA? I'm not saying the likes of *Zero Mission* aren't great, but wouldn't you like to see a brand-new *Metroid* or *Zelda*, or even a handheld *Pikmin* game? Jamie Williams, Cambridge  
There certainly have been a lot of remakes on the GBA

recently, but as long as they're up to the standards of *A Link to the Past*, we won't be complaining just yet. As for brand-new games, take a look at *Mario vs Donkey Kong* and *Zelda: The Minish Cap* in our bumper E3 roundup!

### RUNNER-UP

#### Baby Mario

As one of your youngest readers (well, I just look at the pictures, really, especially if they're of Mario) I'm annoyed that I can't get a retro Mario T-shirt to fit me. Craig Barbour (4), Fraserburgh  
Sorry, Craig, Shop Nintendo will only be offering big-person sizes for now, but it's always worth having a look online. If you want to get bigger fast, try eating a mushroom like Mario. What products would other readers like to see in Shop Nintendo? Write in and let us know!



## Text the Editor

Tell us what's on your Mother Brain.

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at [www.clubnom.com](http://www.clubnom.com) and here's just a small selection of your ramblings:

\* metroid prime 2 looks class im gonna sell my gran 2 get it

\* New legend of zelda looks sooooo sweet! Its gonna b the best yet!! It's the future, i've tasted it ;P

\* i got harvest moon on the big cube and all my friends went mad and Bort loads of harvest moon games. The world's gon HM mad! ! !

\* Sorry! I am the champ at sbbm with samus! U wana fight? I will blast a missile up ur ass then cut you in 2 wit screw attack!

## WHAT'S YOUR FAVOURITE NINTENDO CONSOLE... YET?

Yes, we know they're all great, but which is the best?

Is it the GameCube's super-powerful graphics and sound, or the NES's undiluted hardcore gameplay? Maybe the Super NES's ground-breaking SuperFX chip still makes you cry? Or do you bed down with your N64 every night, comforted by the knowledge that *Ocarina's* Hyrule is just a cartridge away?

Whatever your choice we want to hear from you. We want to know which of Nintendo's great machines is your favourite and why. And we want to know your five favourite games for that console. Then there's the next generation. Which of Nintendo's new babies do you think will blow the most minds?

Every response will go towards a future feature in *NOM*, so your opinion really does count. And the best entries will win some cool Nintendo goodies.

So if your GBA is permanently welded to your palms, or you lost your retinas to the Game & Watch and you just don't care, get writing now!

Remember, it's the console, its top five titles, why you love it and what will be the best next-gen machine.



## Let us know!

Email: [tim.street@emap.com](mailto:tim.street@emap.com)

Post: My Favourite Nintendo, Quill's Mail, *NOM UK*, Bushfield House, Orton Centre, Peterborough, PE2 5UW

SMS: Send 'TXT', add a space then your text. Send it to 84070.

Don't forget to add your name, age and home address!





## #7 Starwing

"Remember that dodgy geezer in the *Mario Party* review (NOM #78)? That was me. My first appearance, in fact. Remember the shady bloke in the Game Boy football special (NOM #83)? That was me, too.

"The first time I saw *Starwing* on the TV must be the nearest I've come to soiling my underpants in excitement. I froze, breathless. 3D POLYGONS! How was that possible? *Starwing* was a revolution. The fly-through of the Arwing extraction tunnel was unbelievable, the camera panning around ships as they hovered. A REAL VOICE SAMPLE bellowing out of the TV screen. "EMERGING, EMERGING!" Awesome!

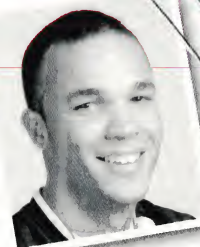
"Then the ships shot out of the tunnel and into a 3D world of glory. The music kicks in and make no mistake about it, the *Starwing*

Mike I might be a young one in the biz, but he's been around for longer than his tender years suggest. He's tipped and cheated for years on NOM... and then there's the photo shoots that made him look stupid.

soundtrack rocks. And it wasn't just a tech-demo — it played beautifully.

"The physics were miles ahead of their time. Leaning the ship over to squeeze through a thin space was hugely satisfying. Smash a wing and your ship leans to one side and flies awkwardly. Andross sucked the Arwing into his mouth and spat blocks at you.

The laser FX is still a joy to my ears as I blaze enemies with Arwing fire. "Look at it now. It might look like a mess of grey blocks that judder around on the TV like it's broken. But to me, it will always be special."







SHIELD



x2



SHIELD



DID YOU SEE ME?





**Next Month**

# **Zelda: Four Swords Adventures**

**We slice apart the English version of Link's multiplayer classic in the only preview that matters. How does it look? How does it play. And is it okay to be the purple Link?**



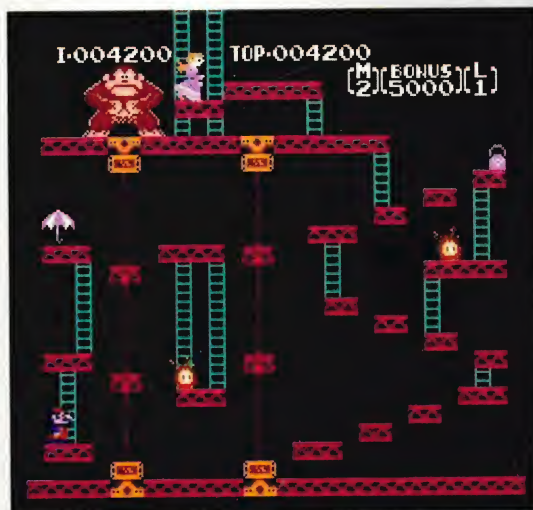
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